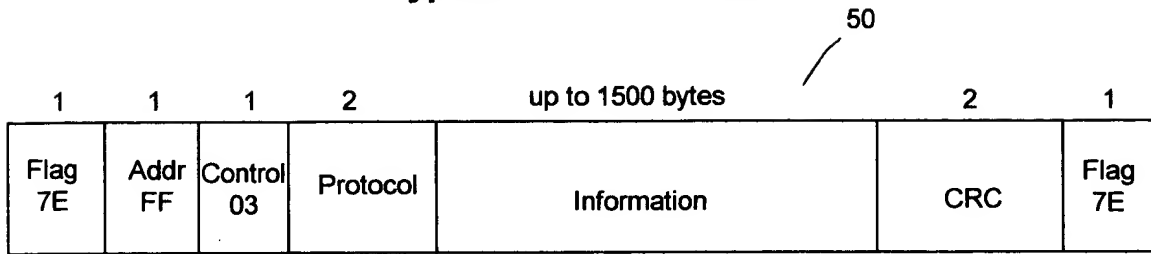
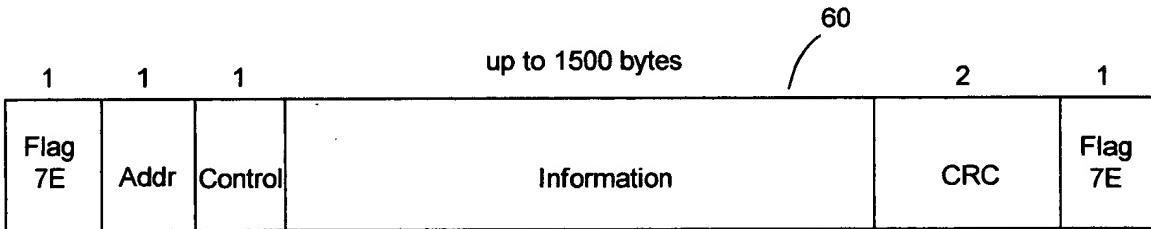


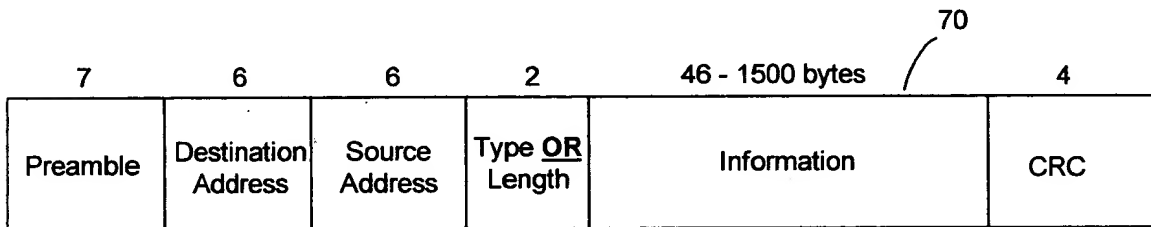
## Typical Frame Format



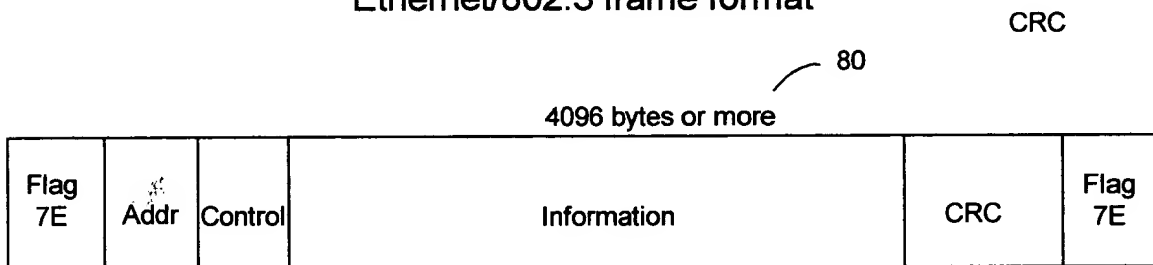
## Point-to-point frame format



## Frame Relay frame format



## Ethernet/802.3 frame format



## HDLC frame format

FIG. 1

FIG. 2 is a block diagram of a frame structure. The frame is divided into several fields. The top field is a header field (110) containing a sequence of bits: 0, 1, 1, 1, 1, 1, 1, 0. Below the header is a frame header field (111). The next field is a data block (112), which is variable in size. Below the data block is a sub-framing byte (115) containing a 7-bit sequence number. The final field is a CRC field (117) containing a sequence of bits: 0, 1, 1, 1, 1, 1, 1, 0. The sub-framing byte (115) is divided into a 7-bit sequence number and a last sub-frame sequence indicator bit (LS bit) (116).

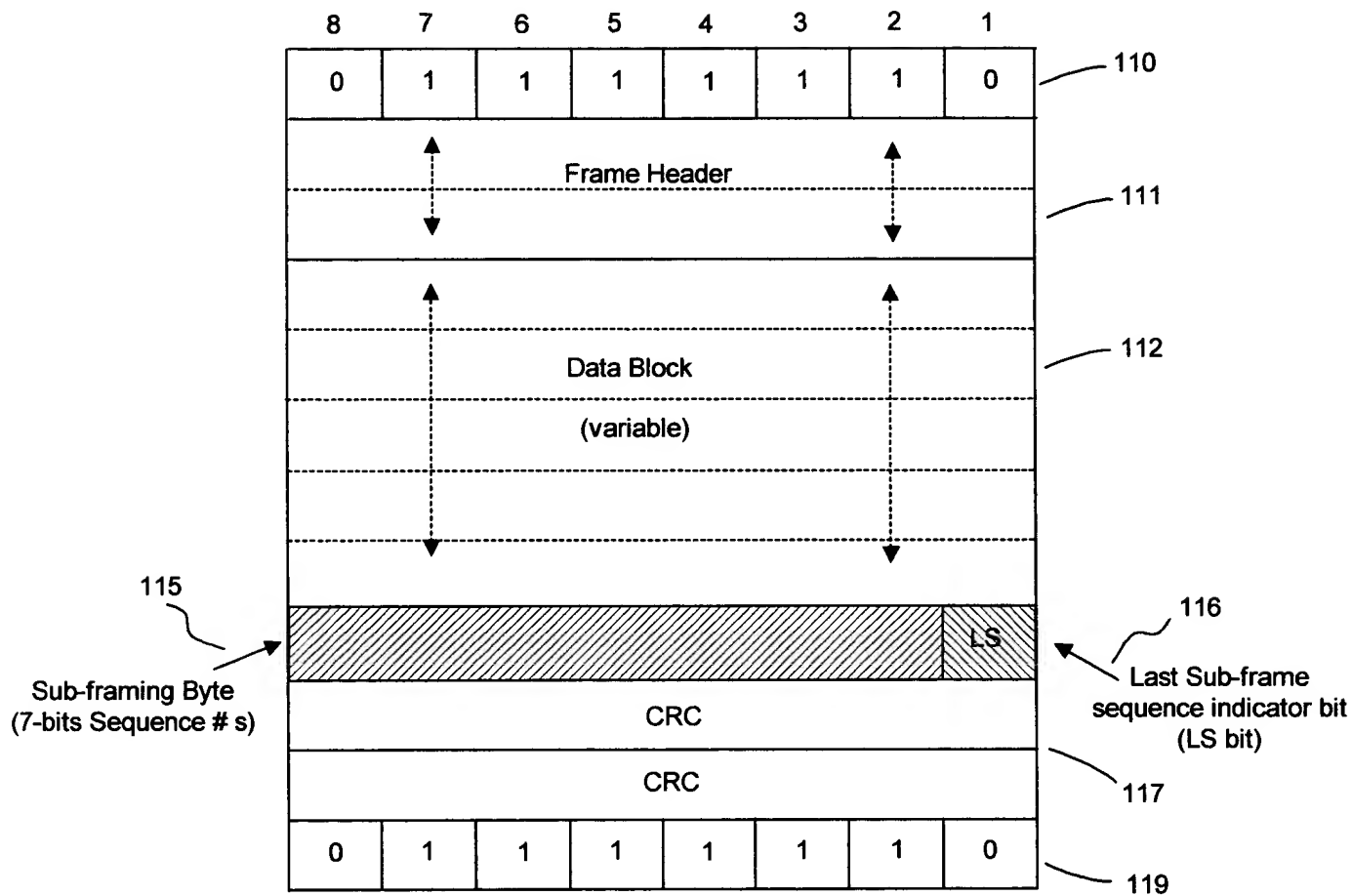


FIG. 2

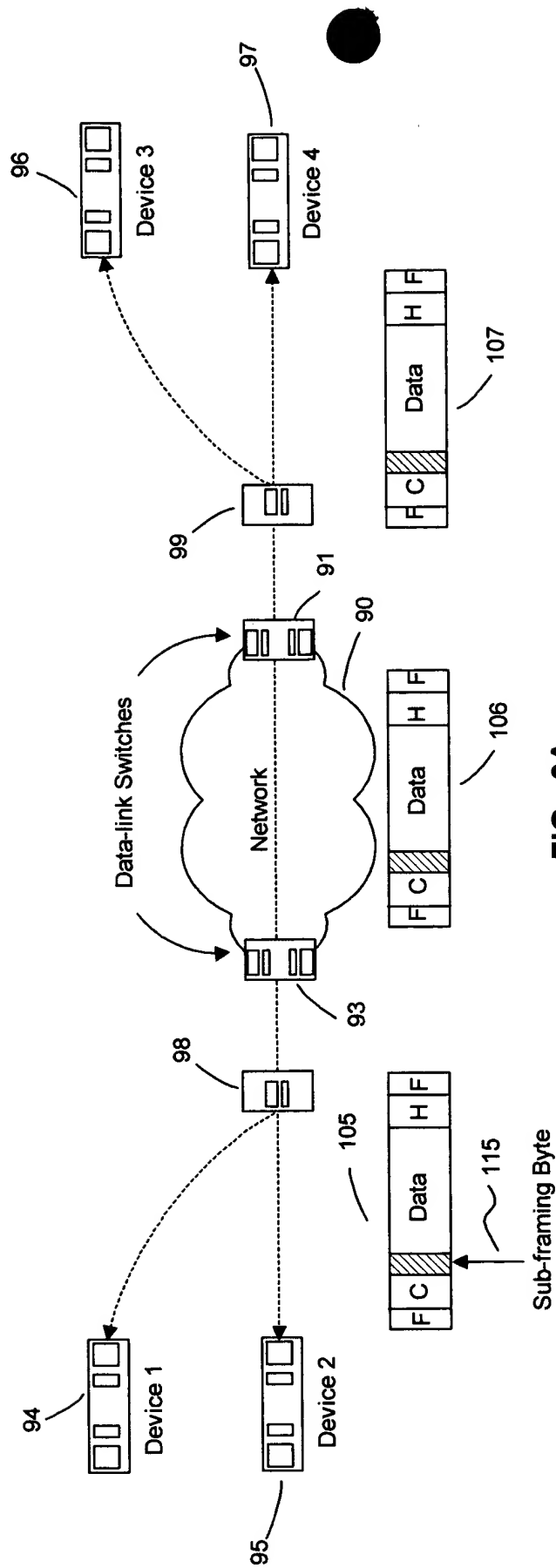


FIG. 3A

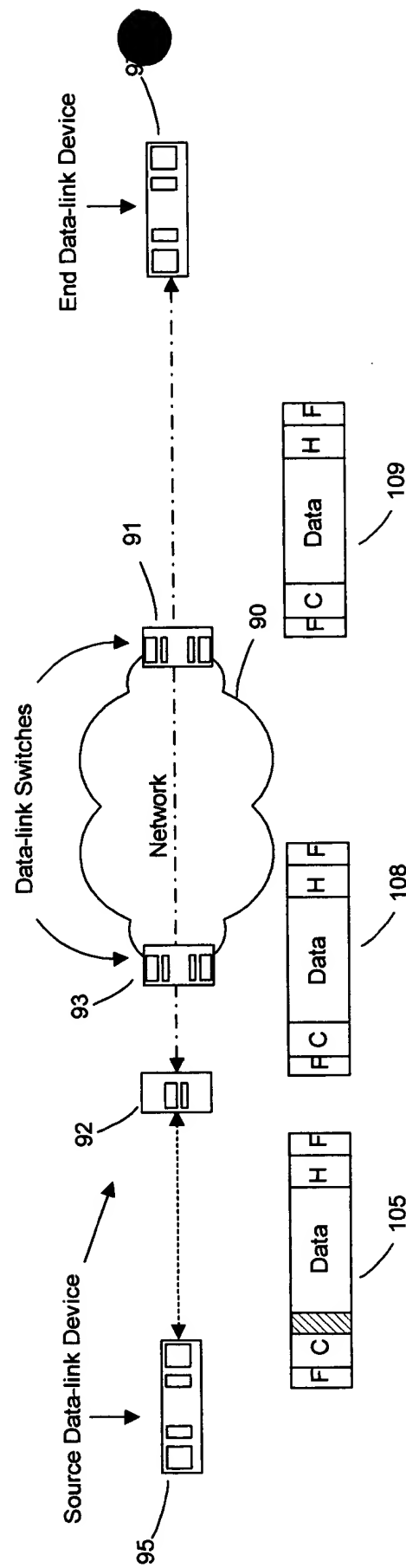


FIG. 3B

**Sequence byte range assignment:**

Sequence range assigned for priority service  $N_1$

$x_1 \longrightarrow x_i$

Sequence range assigned for priority service  $N_k$

$x_j \longrightarrow x_k$

Sequence range assigned for priority service  $N_z$

$x_y \longrightarrow x_z$

**Example:**

Voice priority service  $N_v$

1  $\longrightarrow$  15

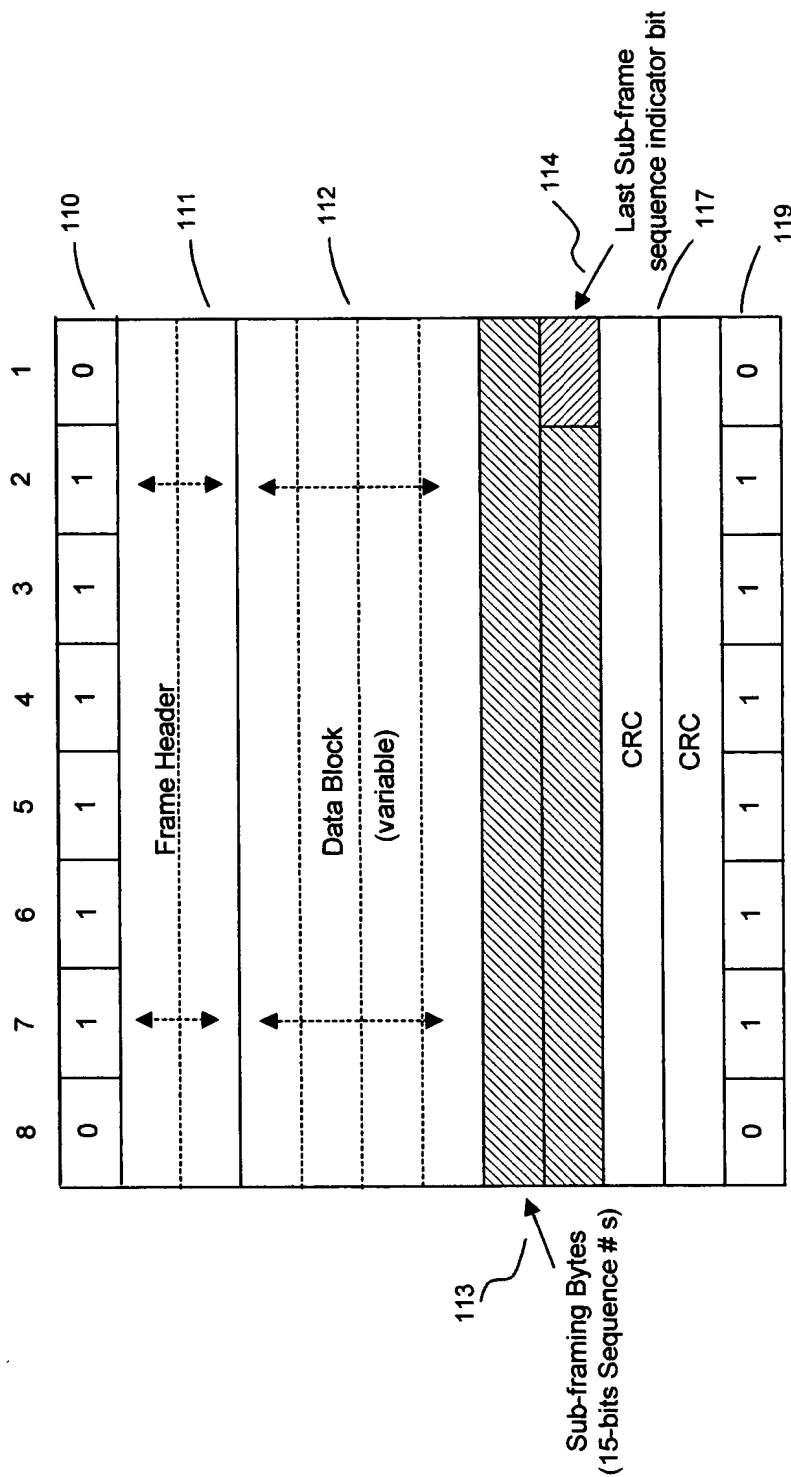
SNA traffic priority service  $N_s$

16  $\longrightarrow$  50

LAN traffic priority service  $N_L$

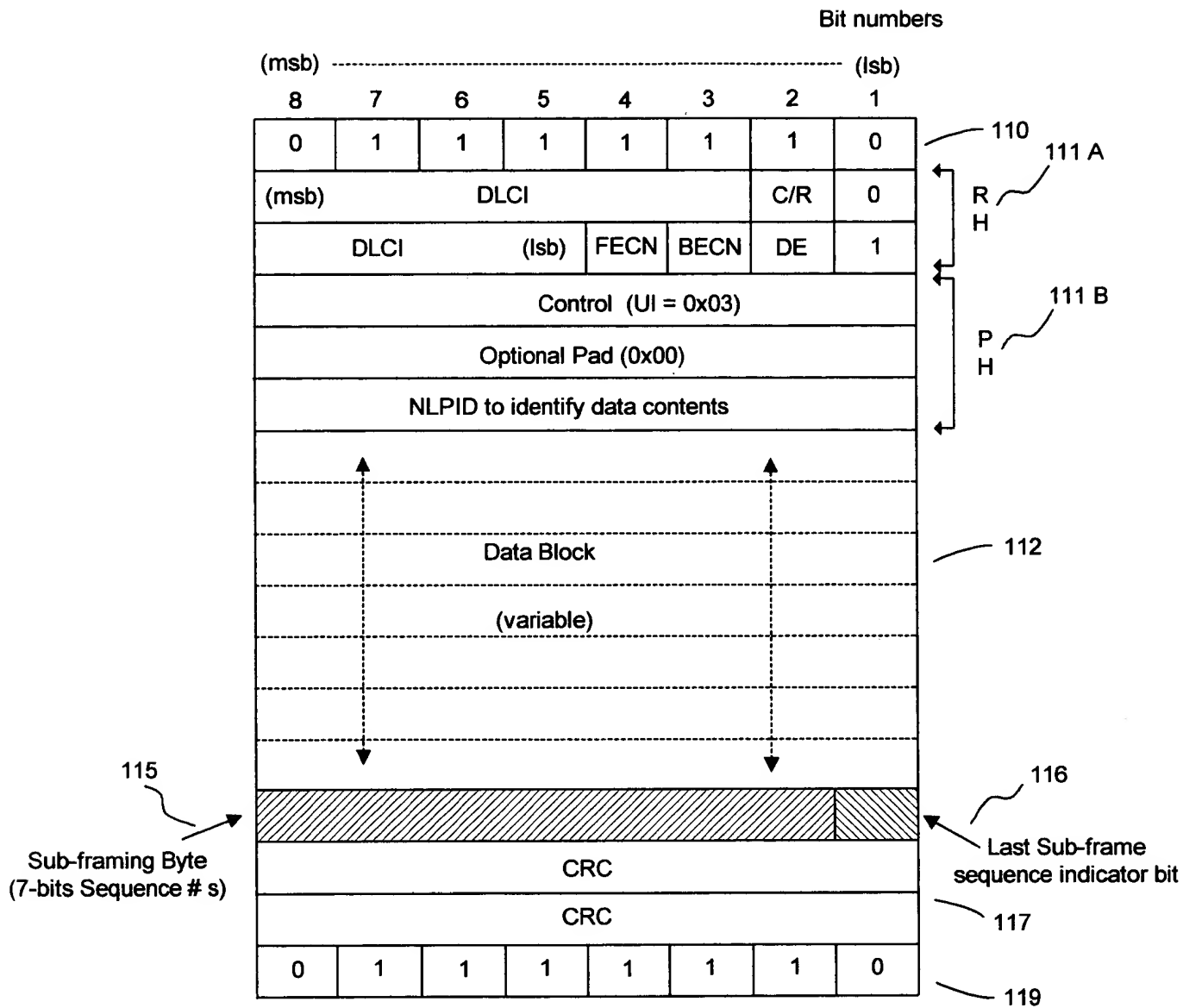
51  $\longrightarrow$  127

**FIG. 4A**

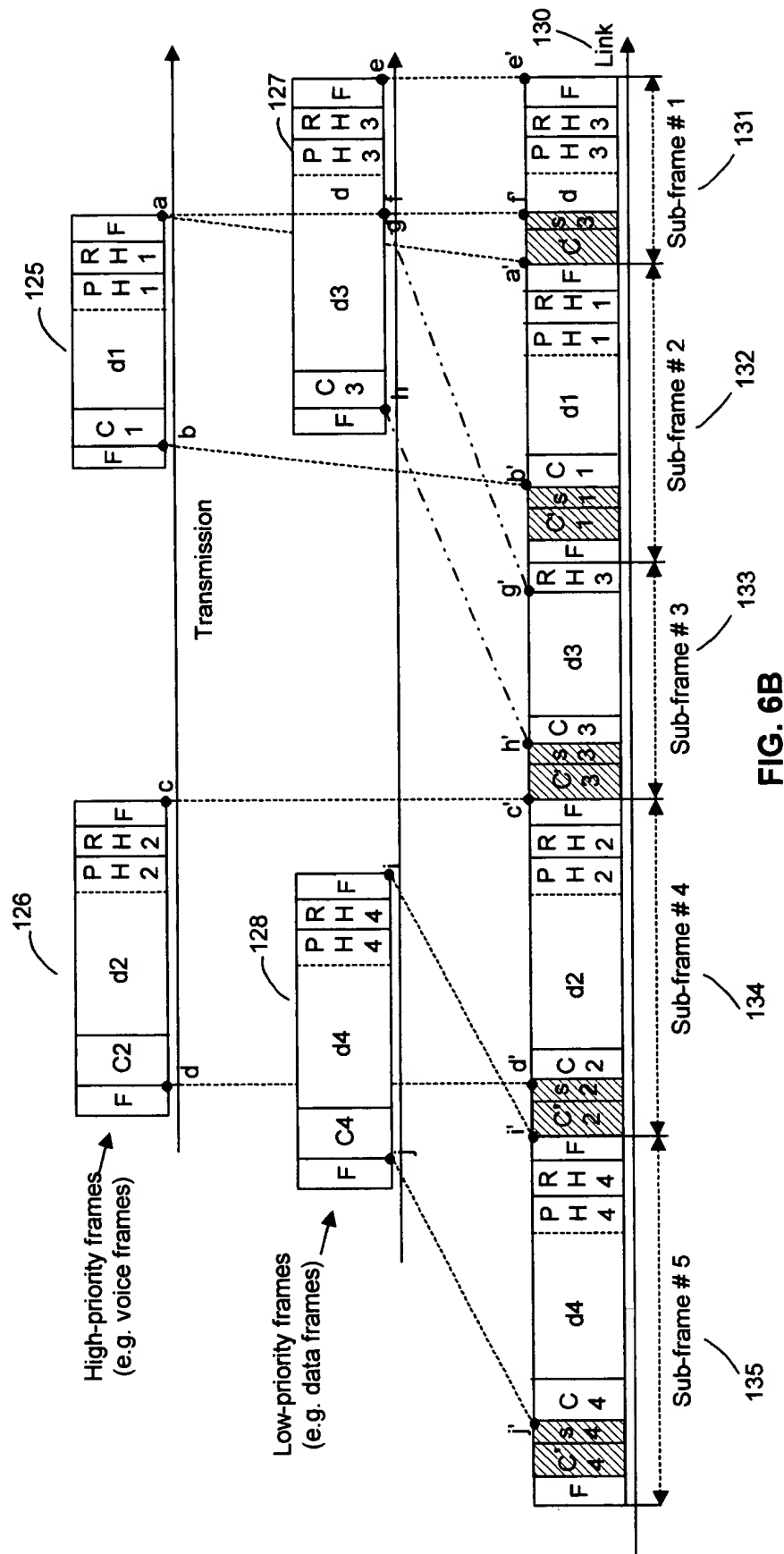
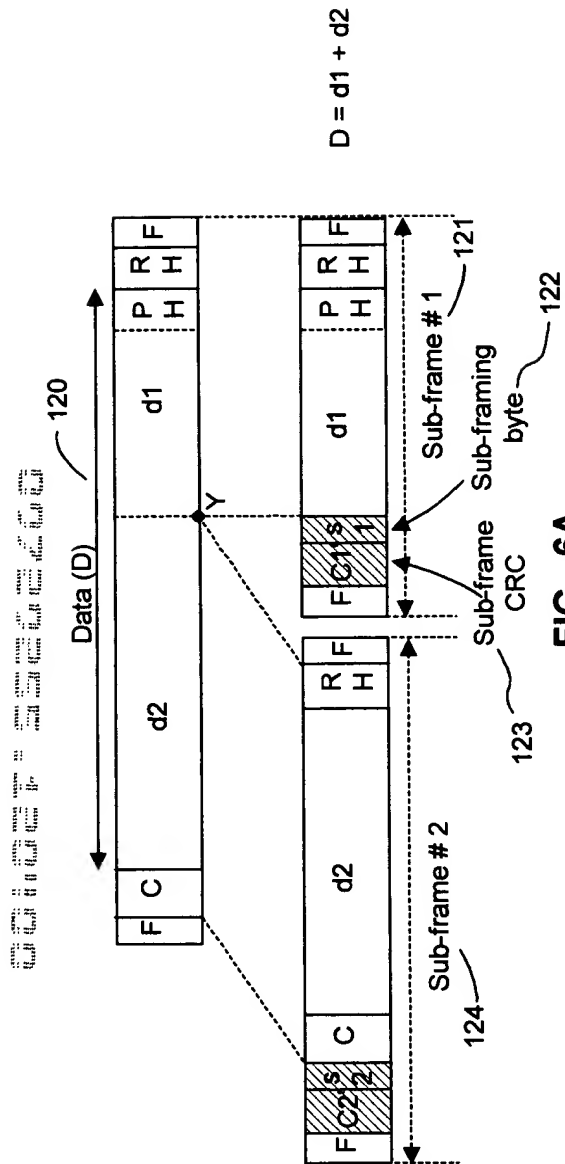


**FIG. 4B**

0 1 1 1 1 1 1 0



**FIG. 5**



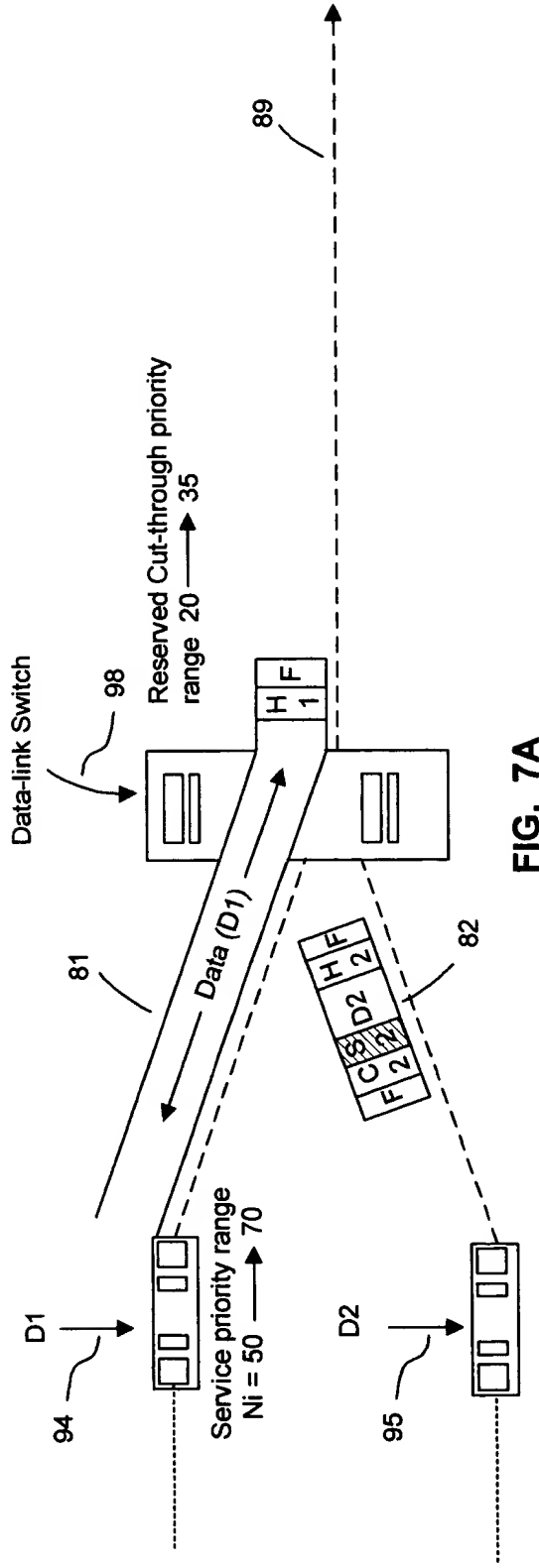


FIG. 7A

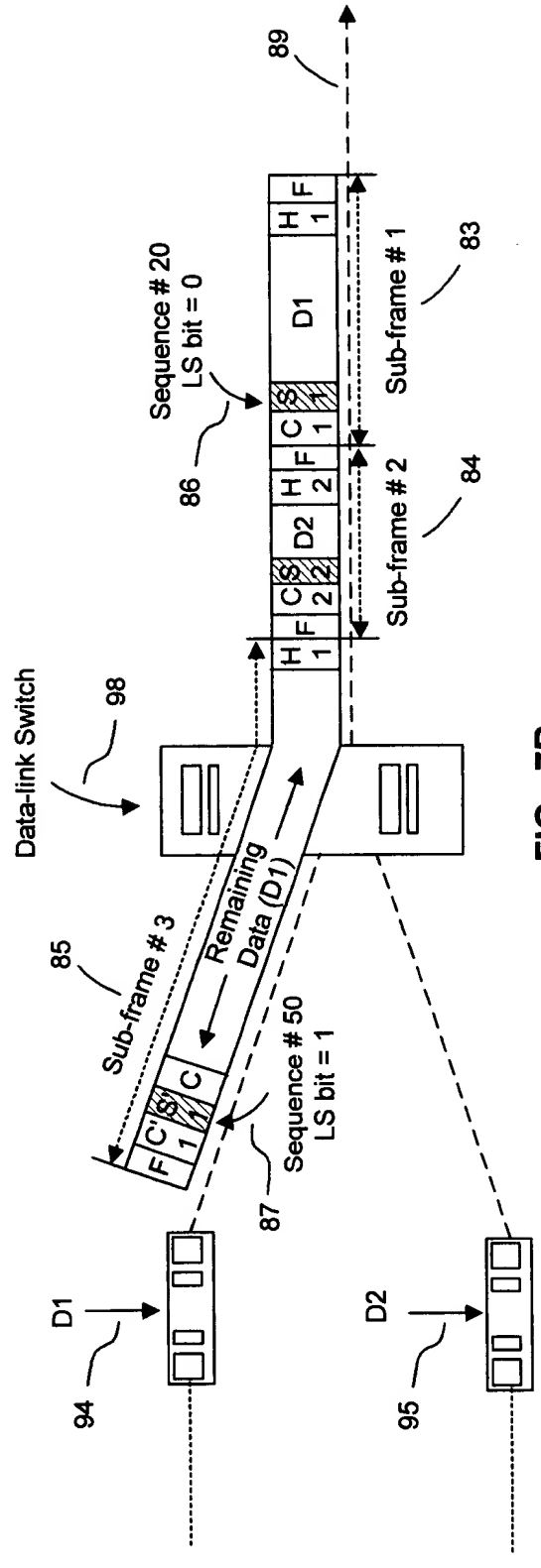
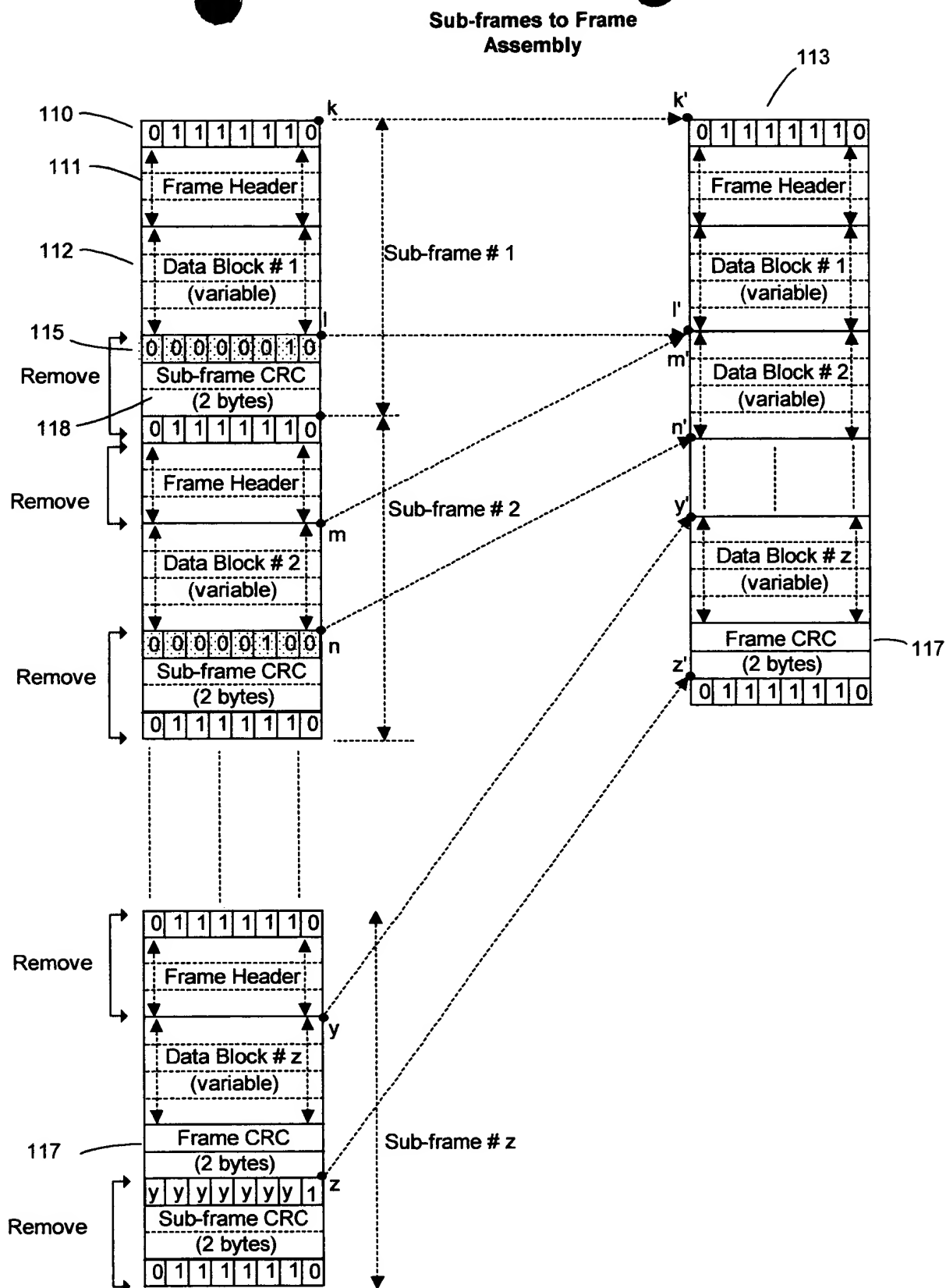


FIG. 7B



**FIG. 8**



Example:  
FR Sub-frames  
assembled back  
to FR Frames

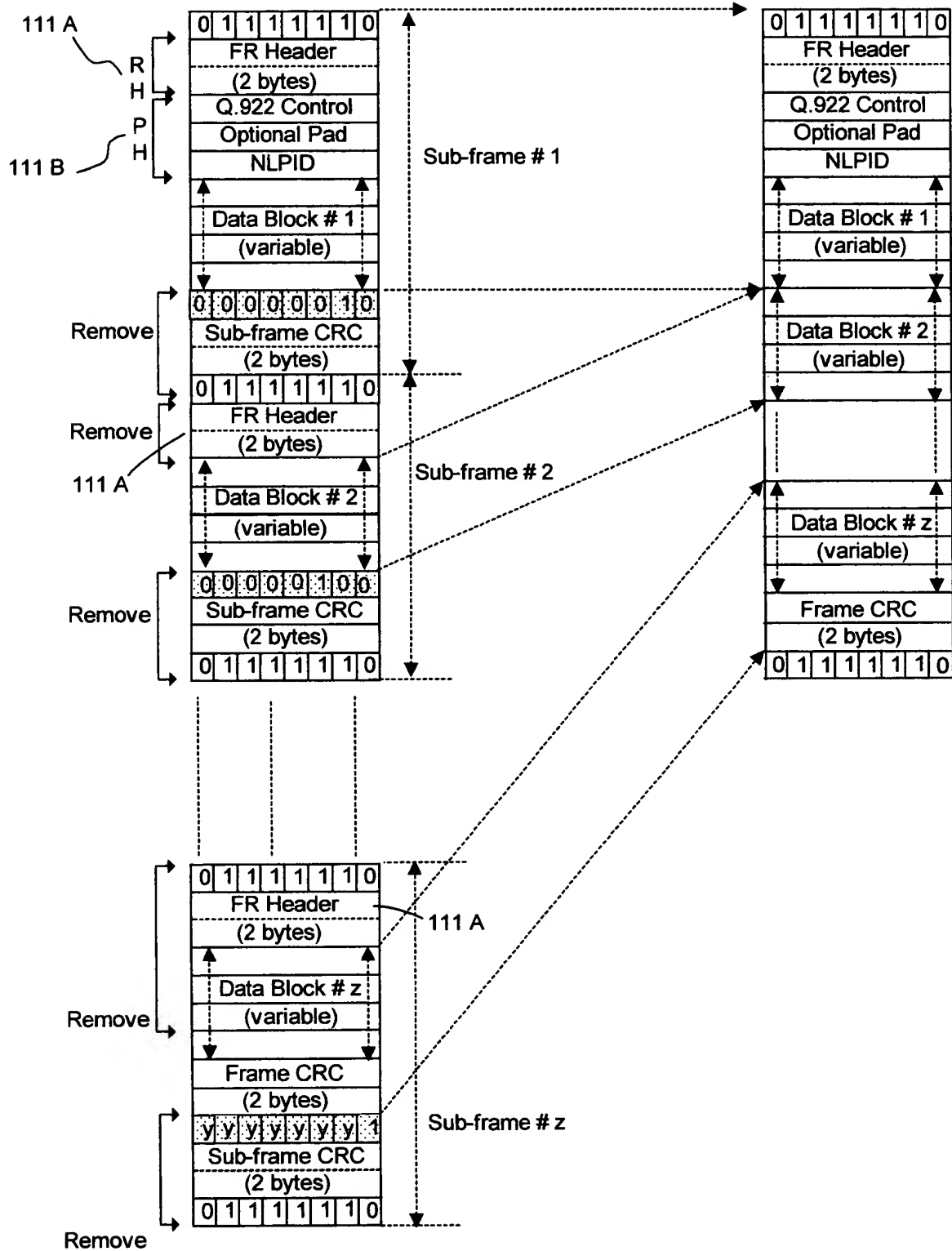


FIG. 9

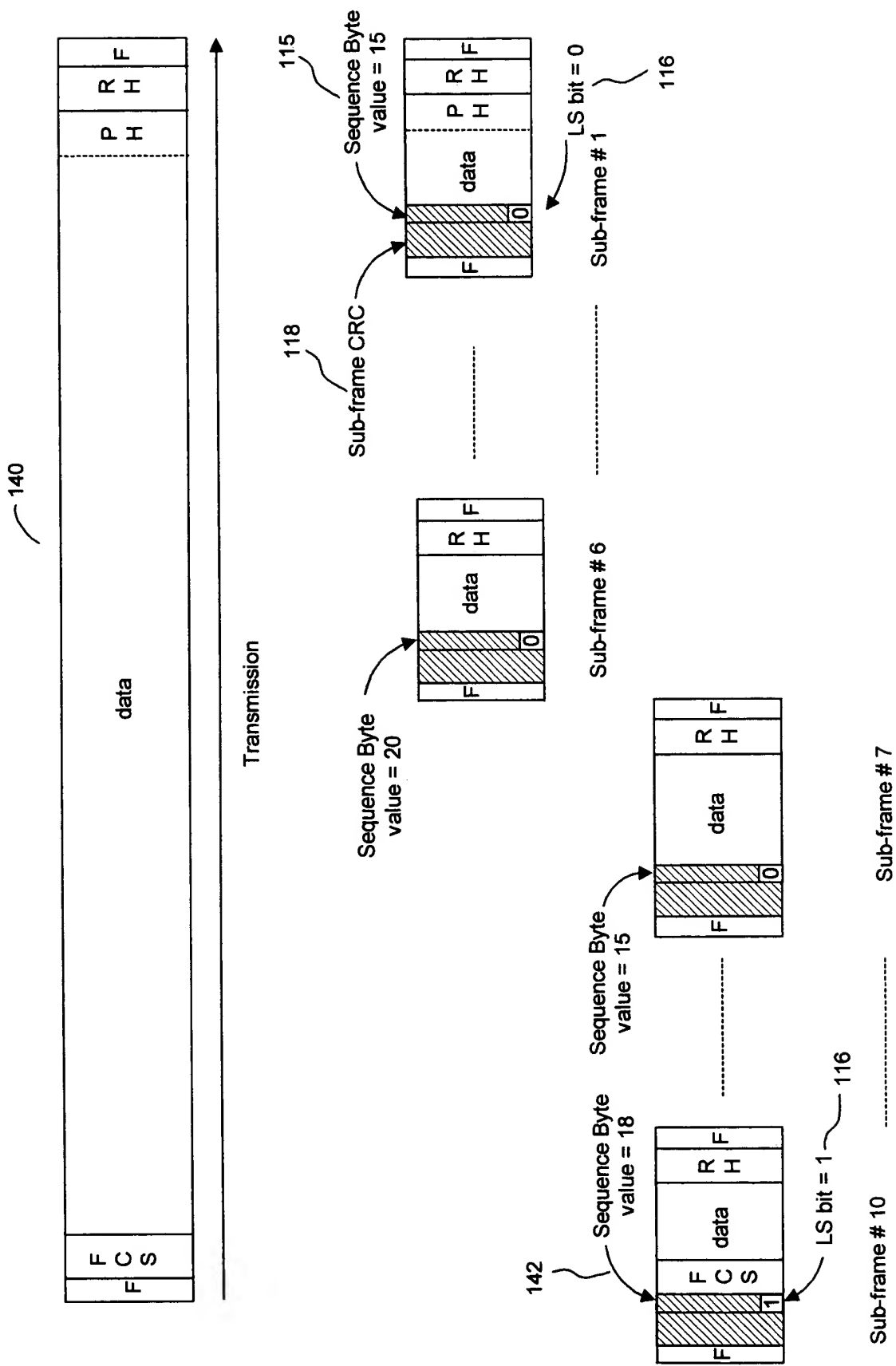


FIG. 10

# Multi-priority Services over a single network link

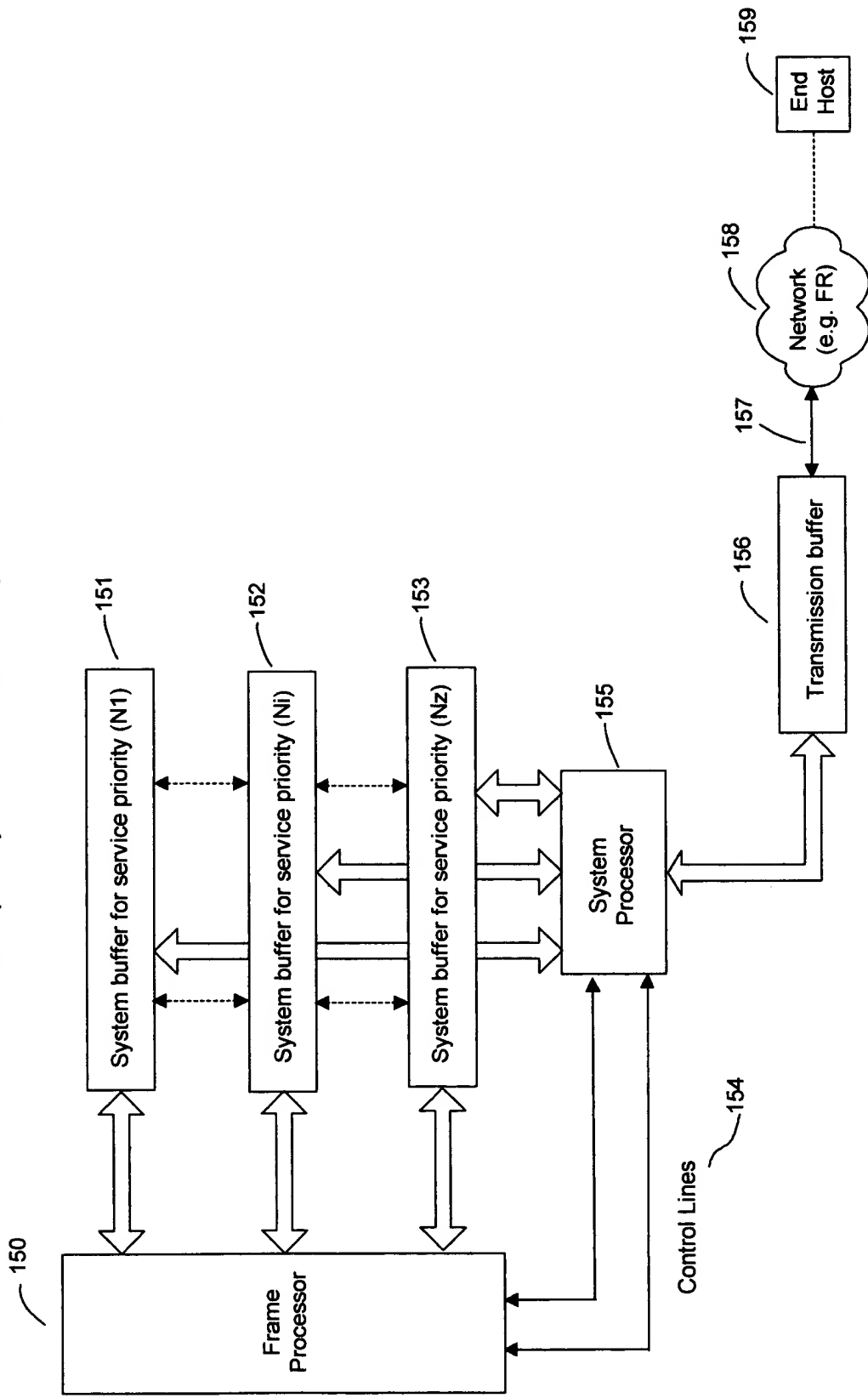


FIG. 11

# Multi-priority Services over multiple network links

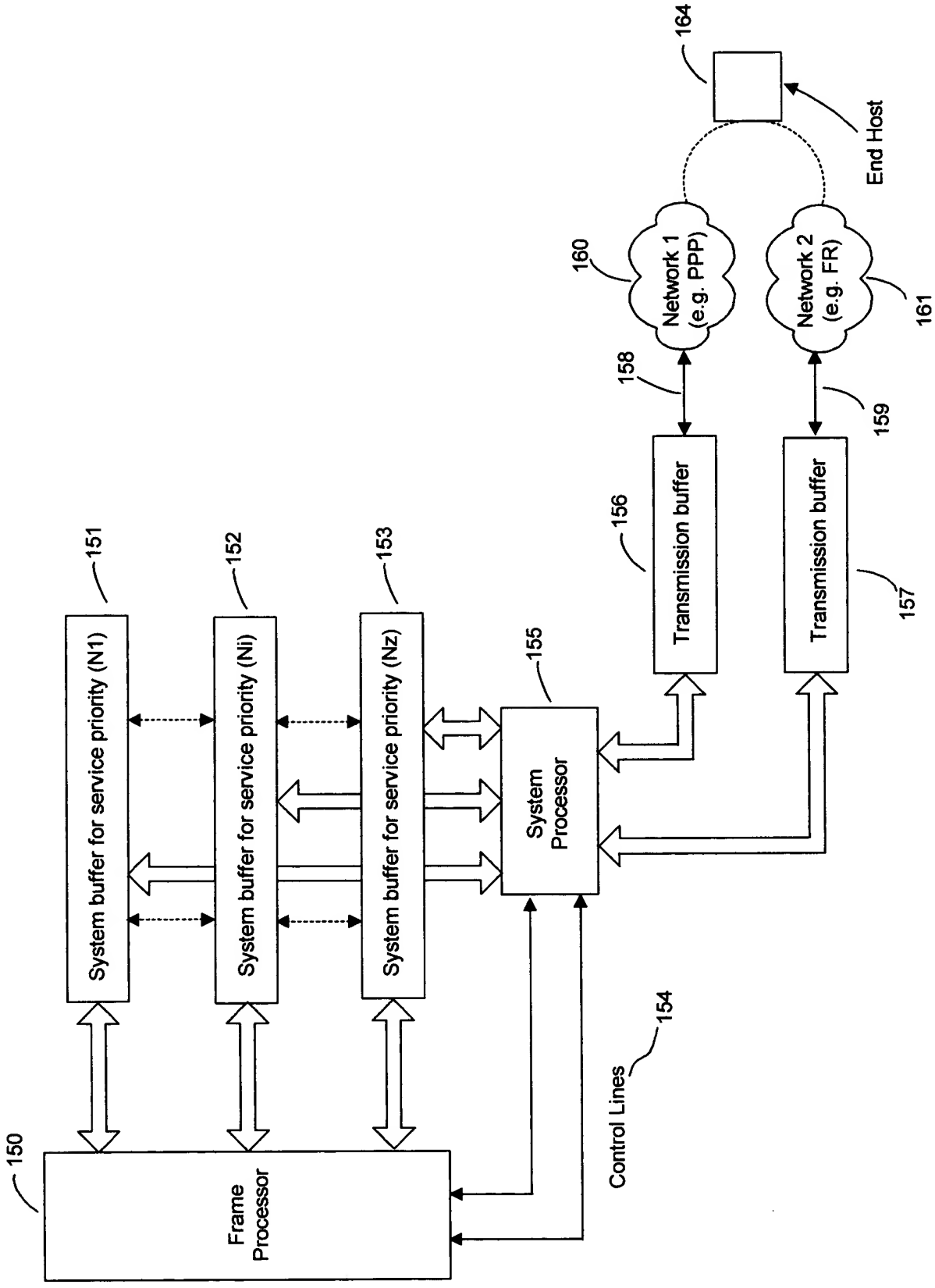


FIG. 12

# Multi-priority Services over multiple network links

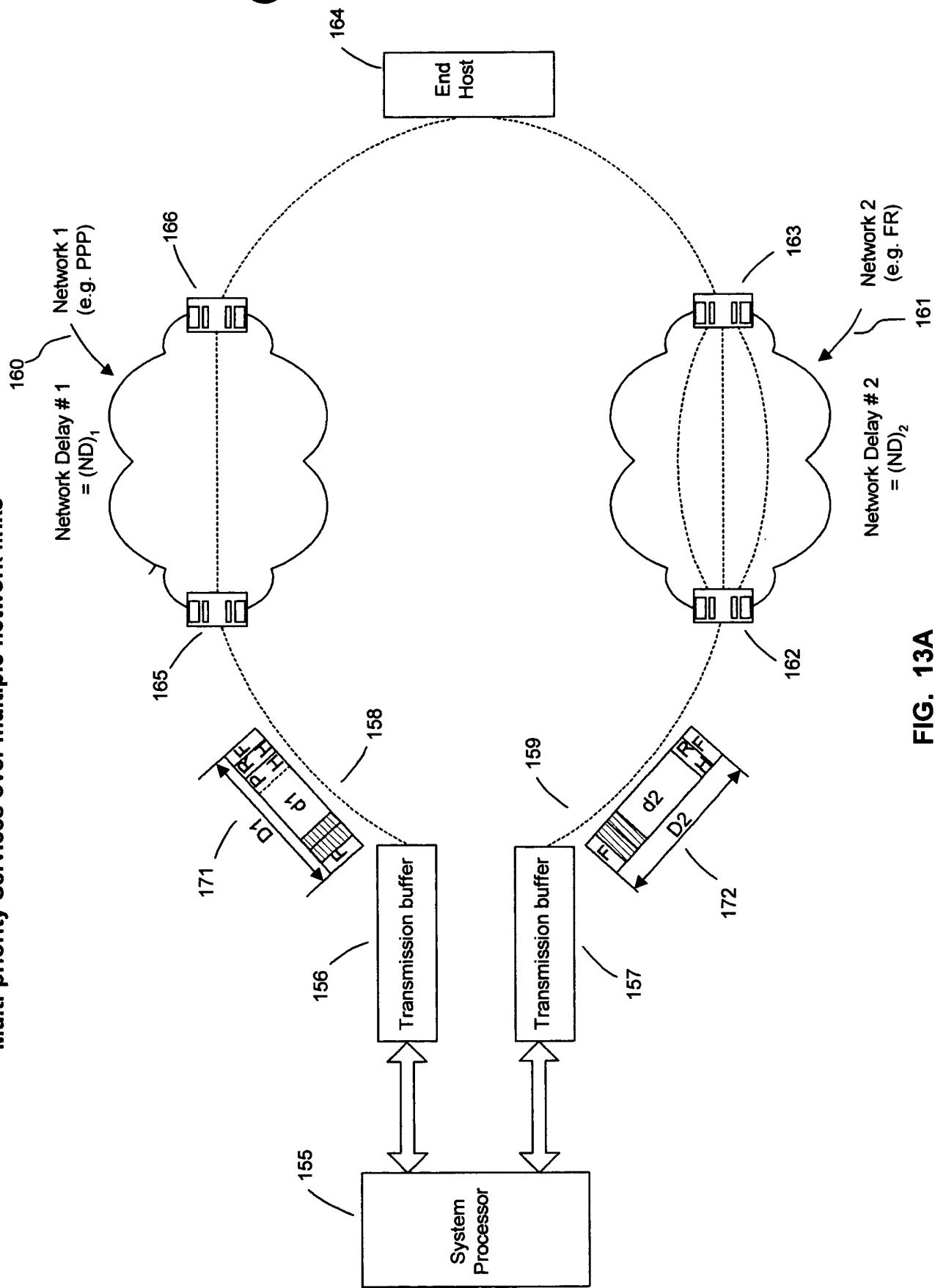


FIG. 13A

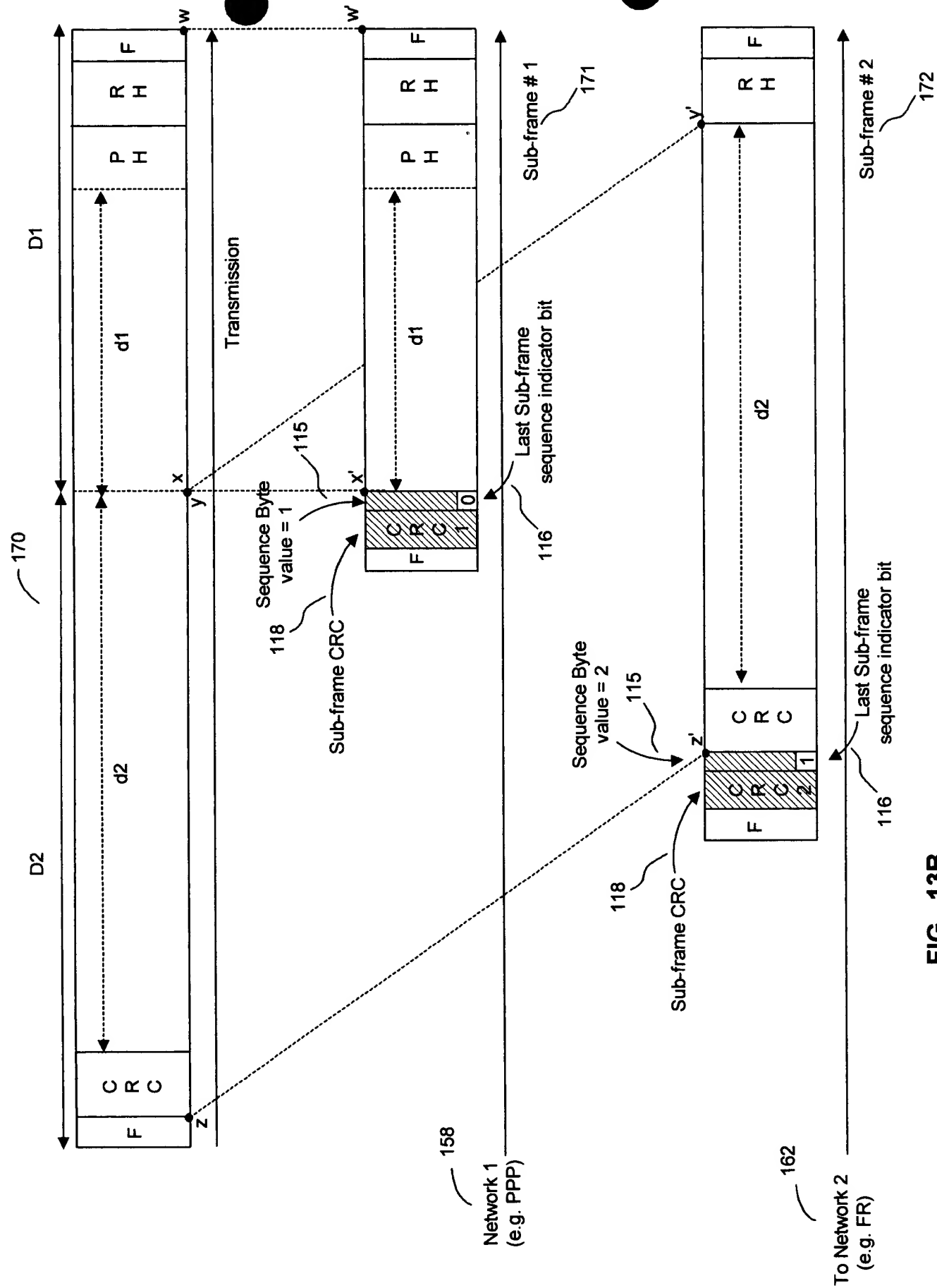


FIG. 13B

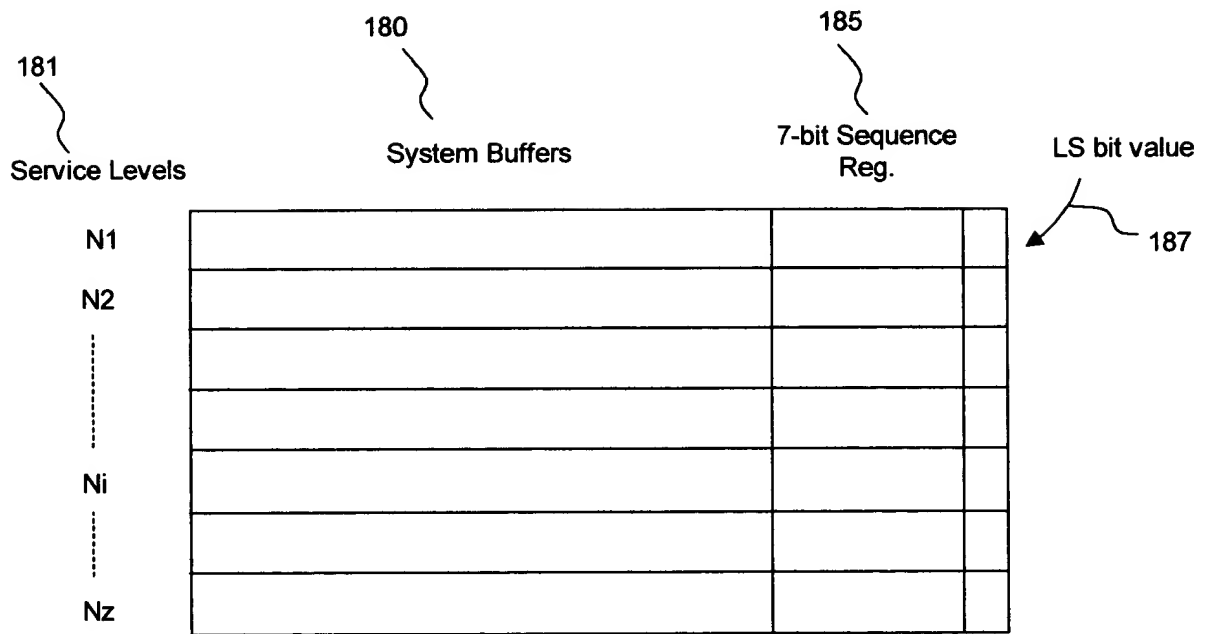


FIG. 14A

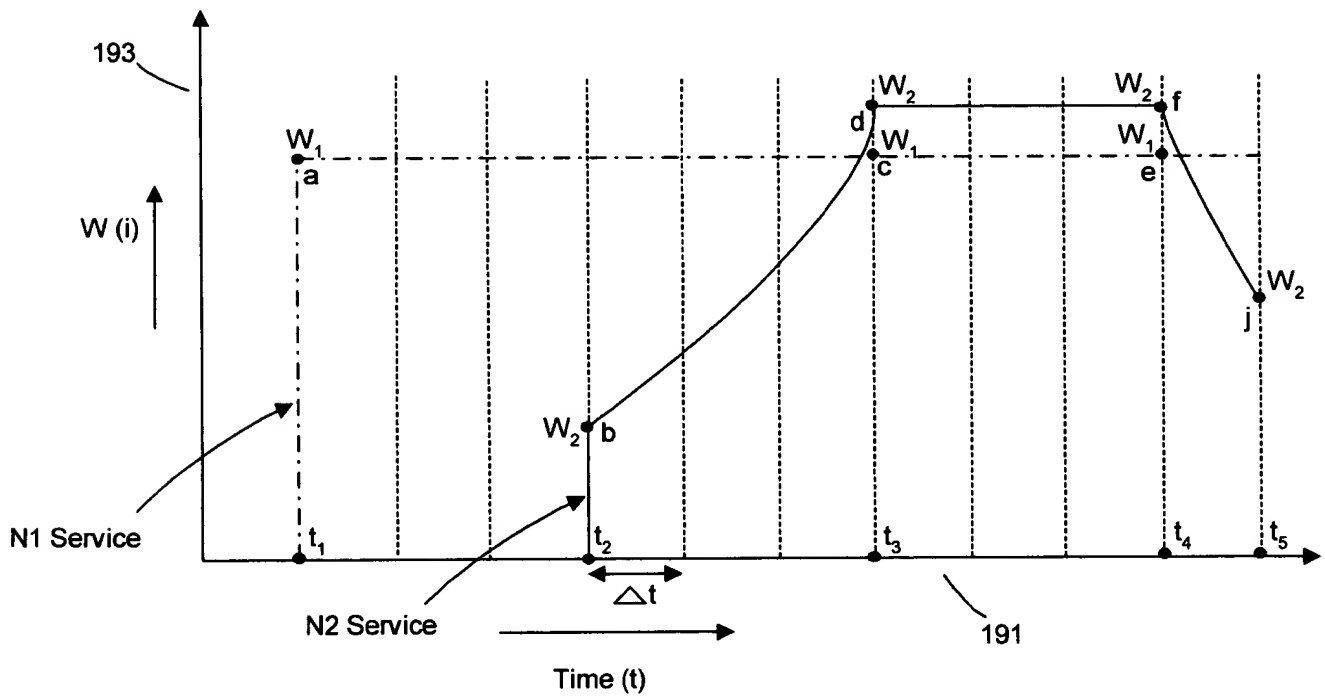


FIG. 14B

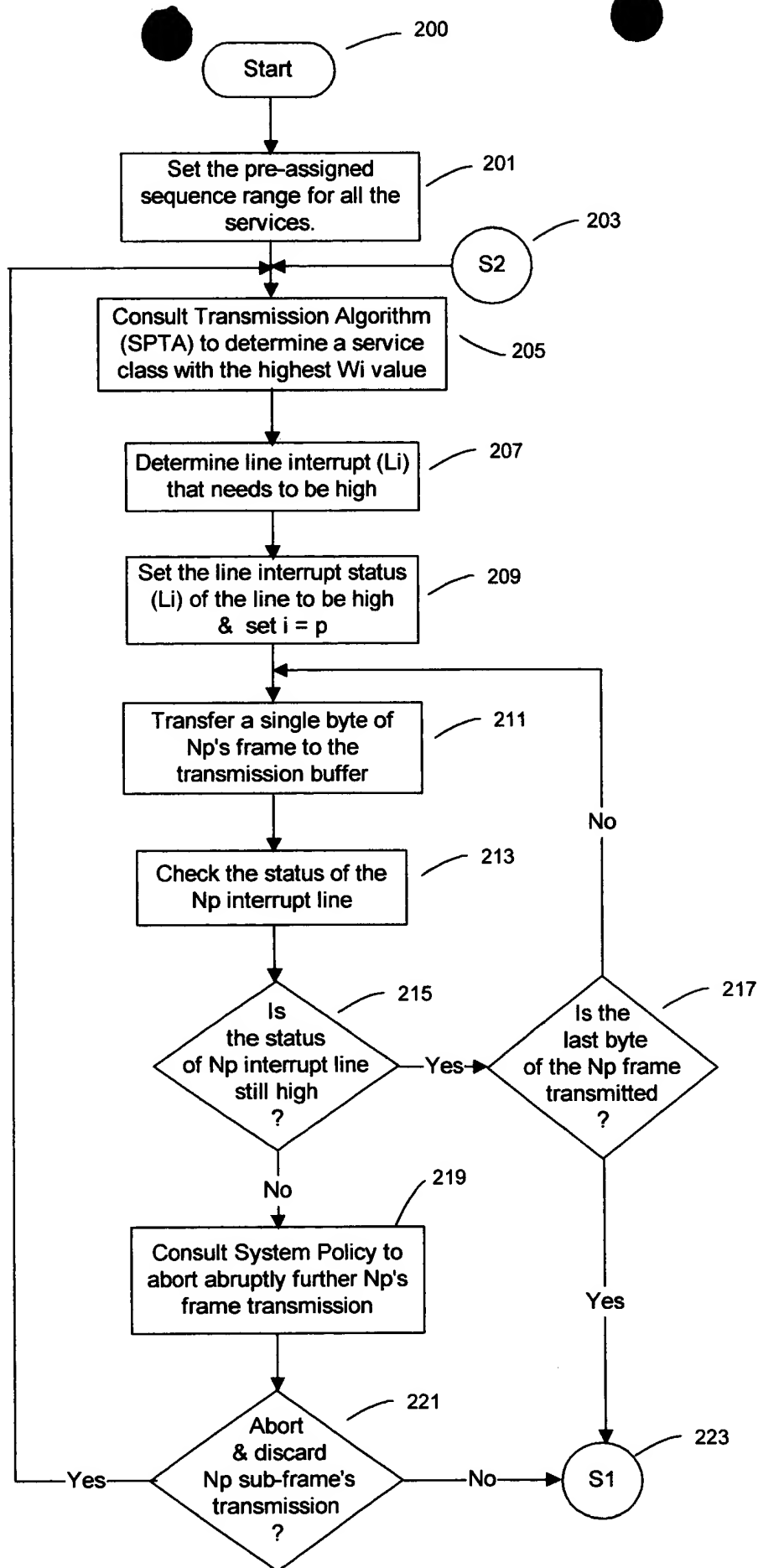
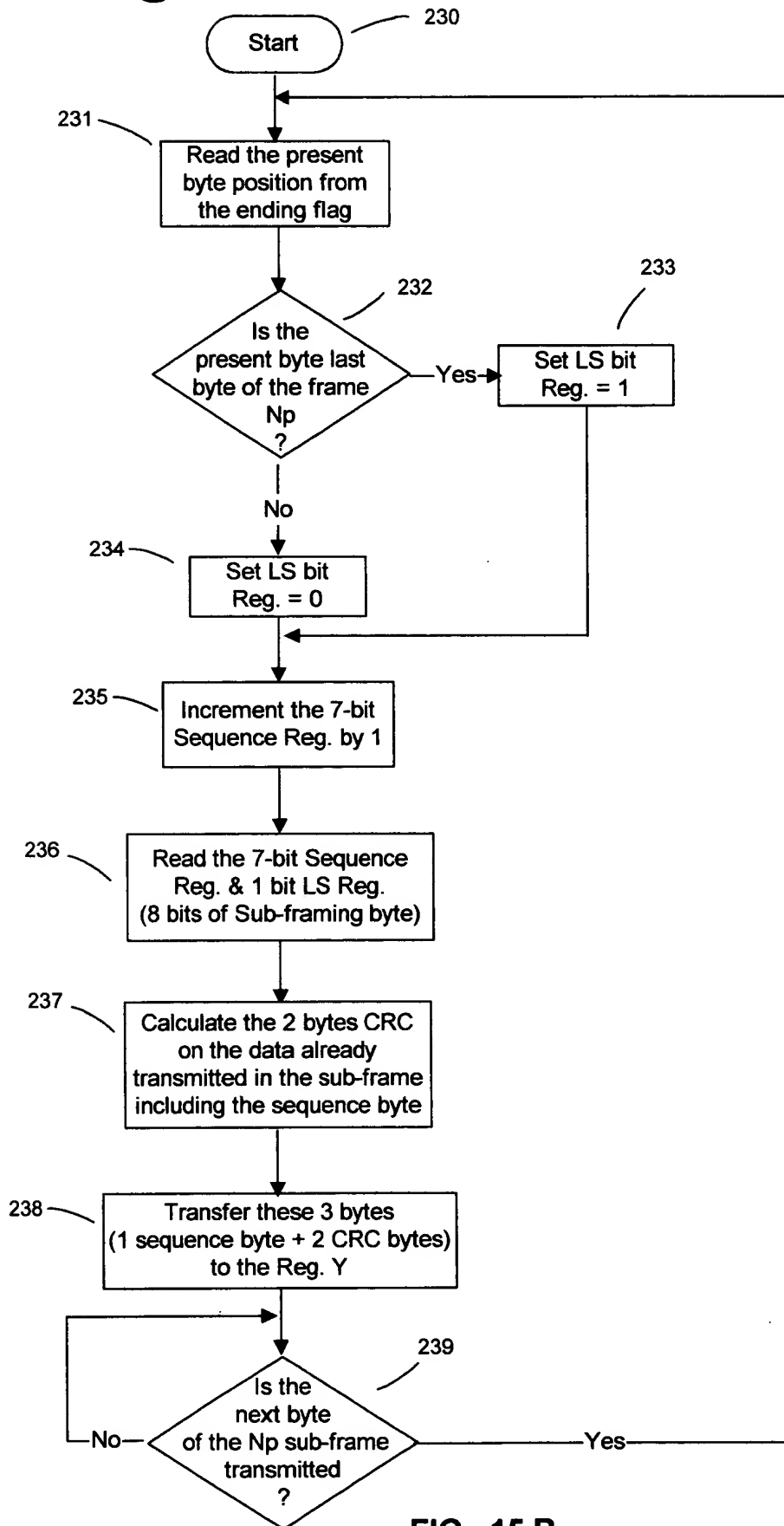


FIG. 15A





**FIG. 15 B**

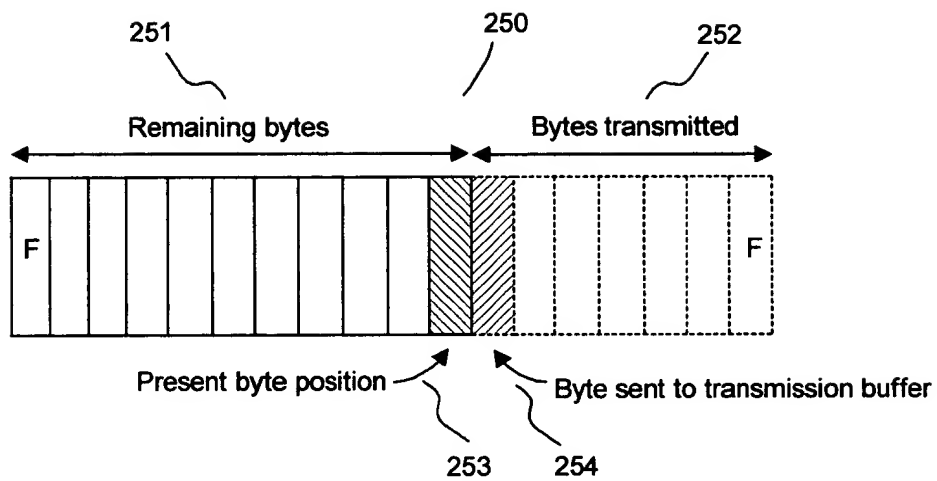


FIG. 15C

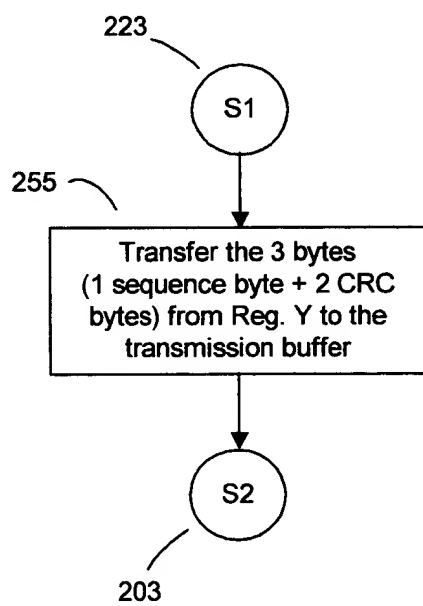


FIG. 15D

FIG. 16A is a block diagram of a system architecture for multi-priority services. The system includes a System Processor (260) and a Frame Process (265). Between them are three System buffers for service priority (N1), (Ni), and (Nz). A Receive buffer (266) is connected to the System Processor via a Single serial receive link (267). The System Processor (260) is connected to the System buffers (262) via bidirectional arrows. The System buffers (262) are connected to the Frame Process (265) via bidirectional arrows. The System buffers (262) are also connected to each other via dashed bidirectional arrows (263 and 264). The Receive buffer (266) is connected to the System Processor (260) via a bidirectional arrow. The Single serial receive link (267) is connected to the Receive buffer (266).

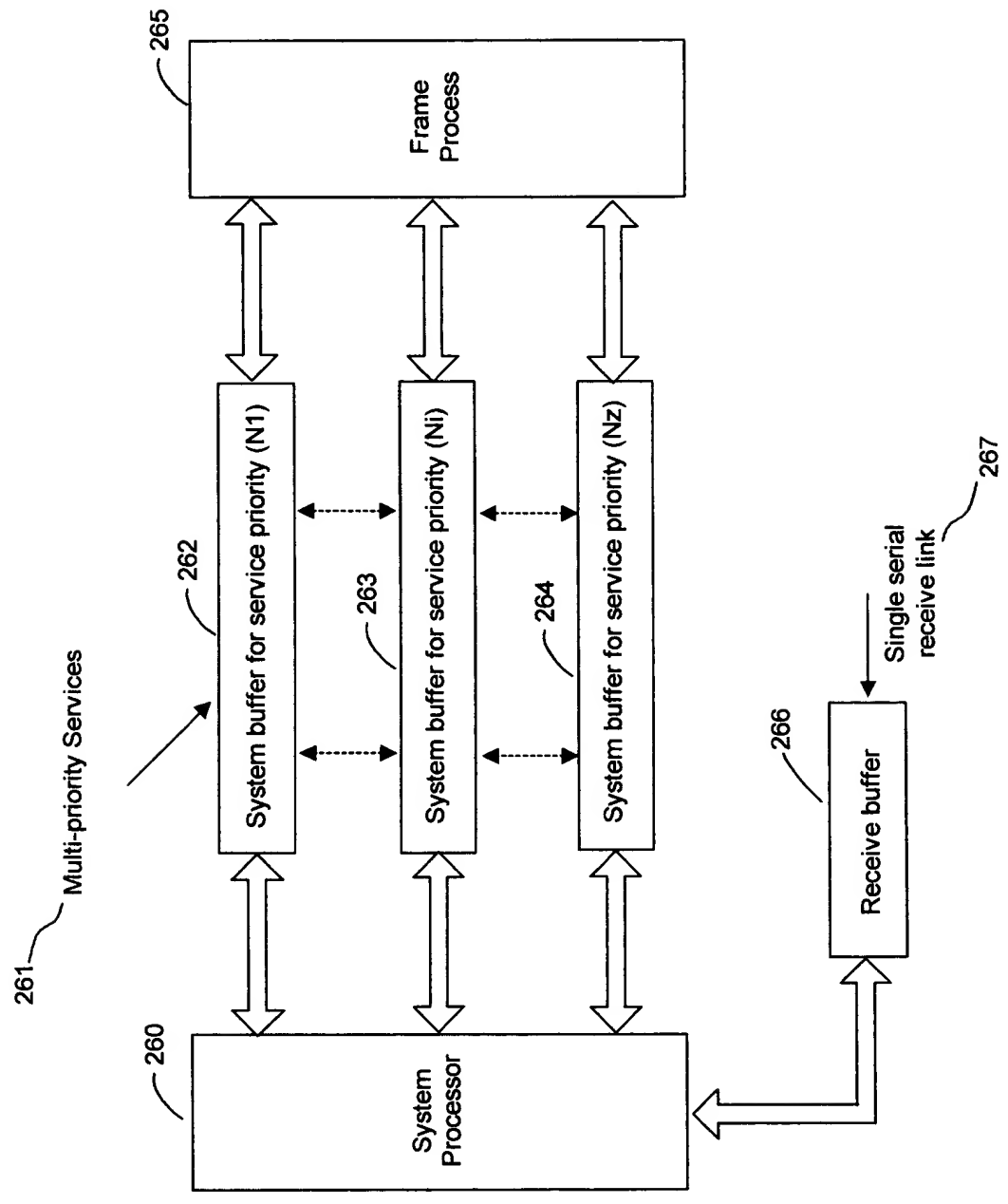


FIG. 16A

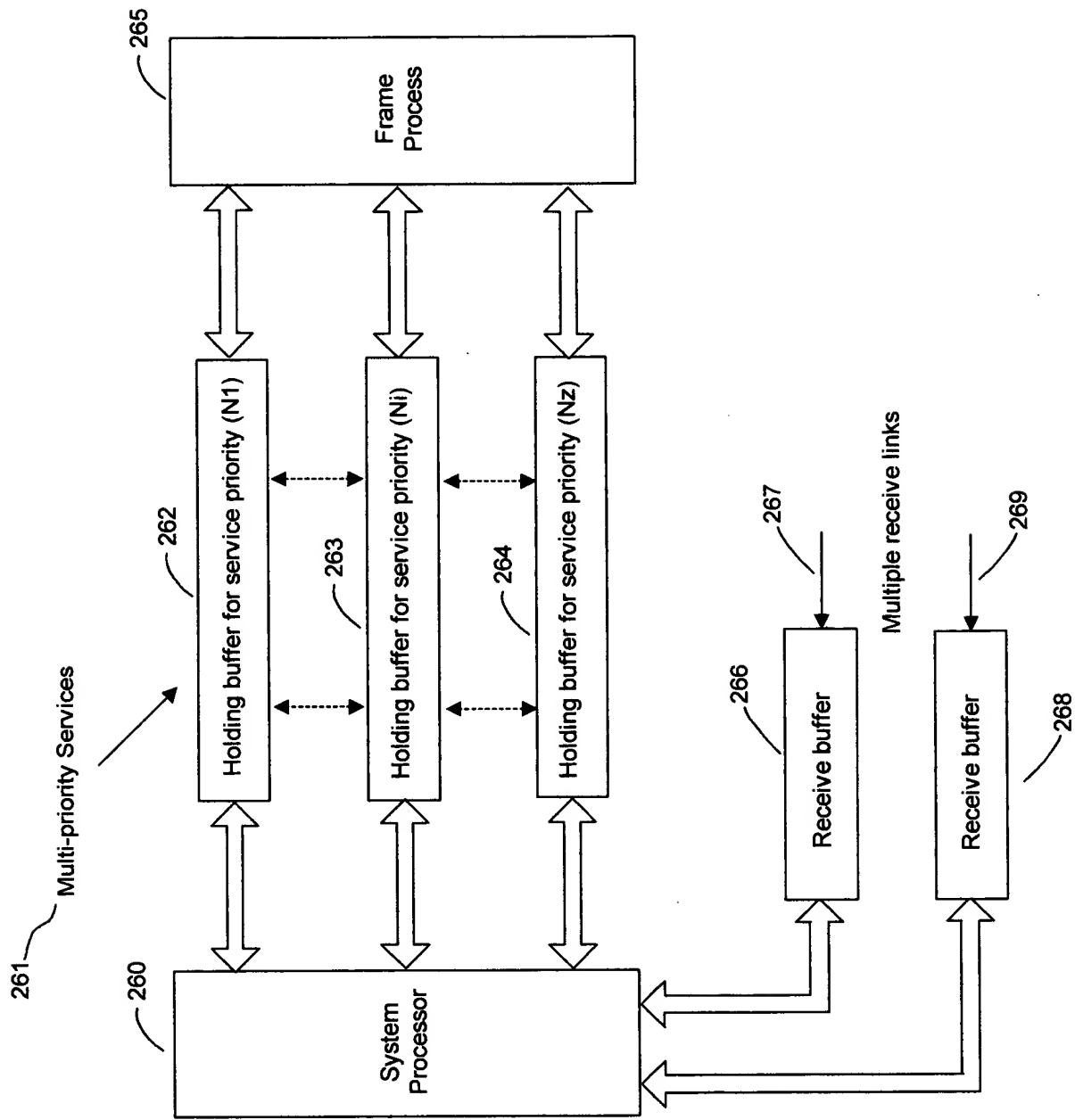


FIG. 16B

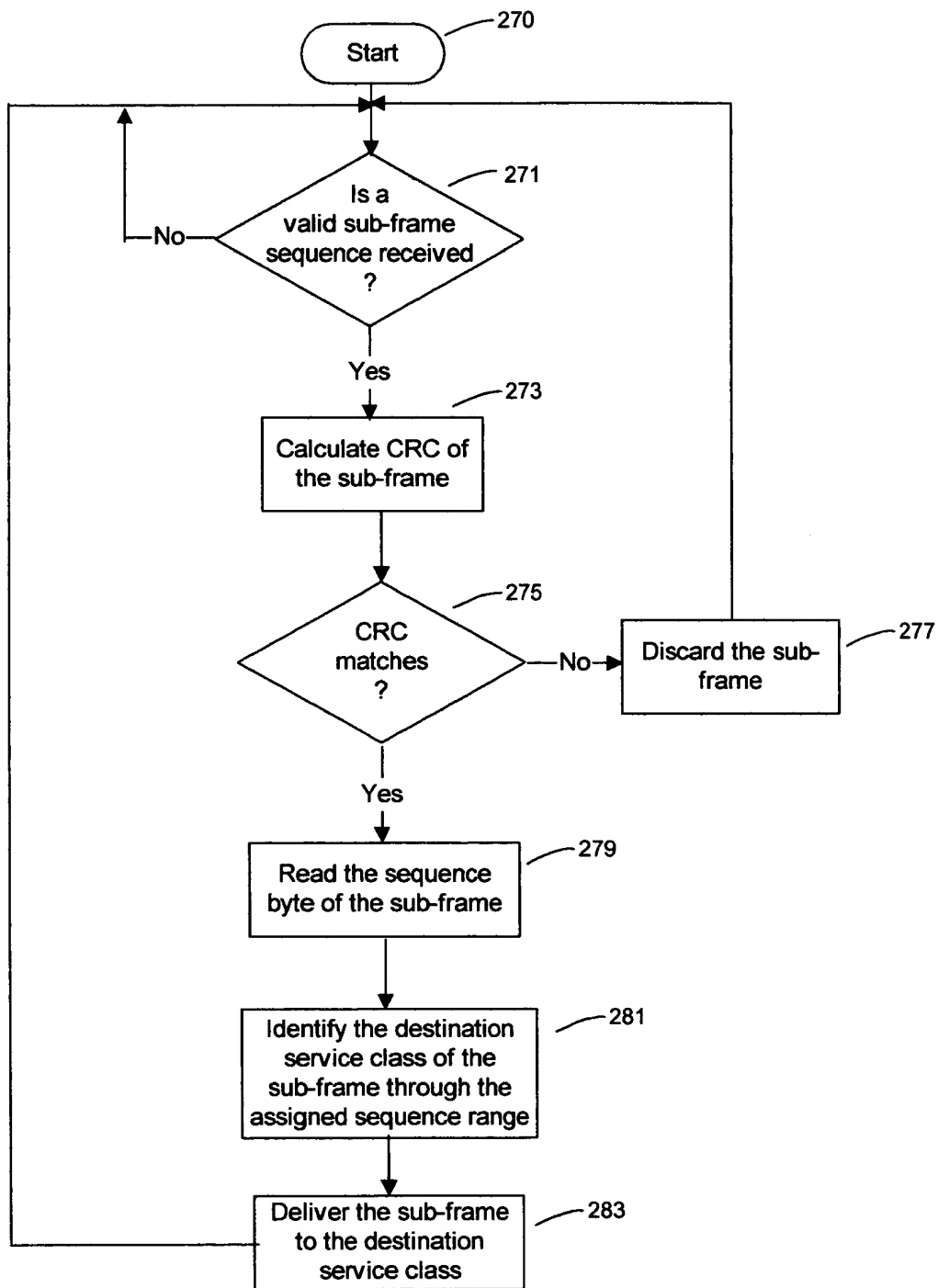


FIG. 17

FIG. 18 is a flowchart illustrating a process for handling received sub-frames.

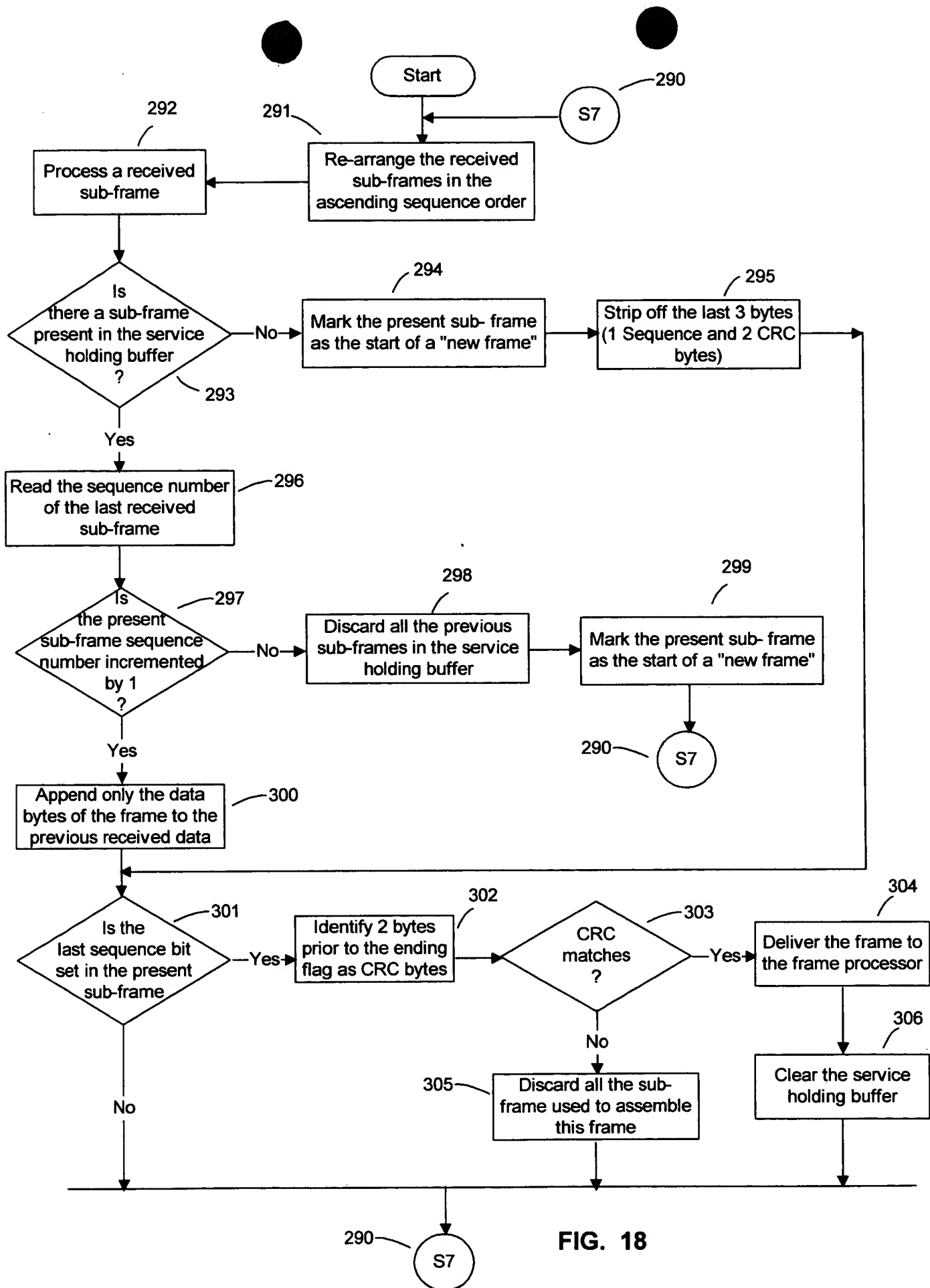


FIG. 18

# Multi-priority Services over multiple links

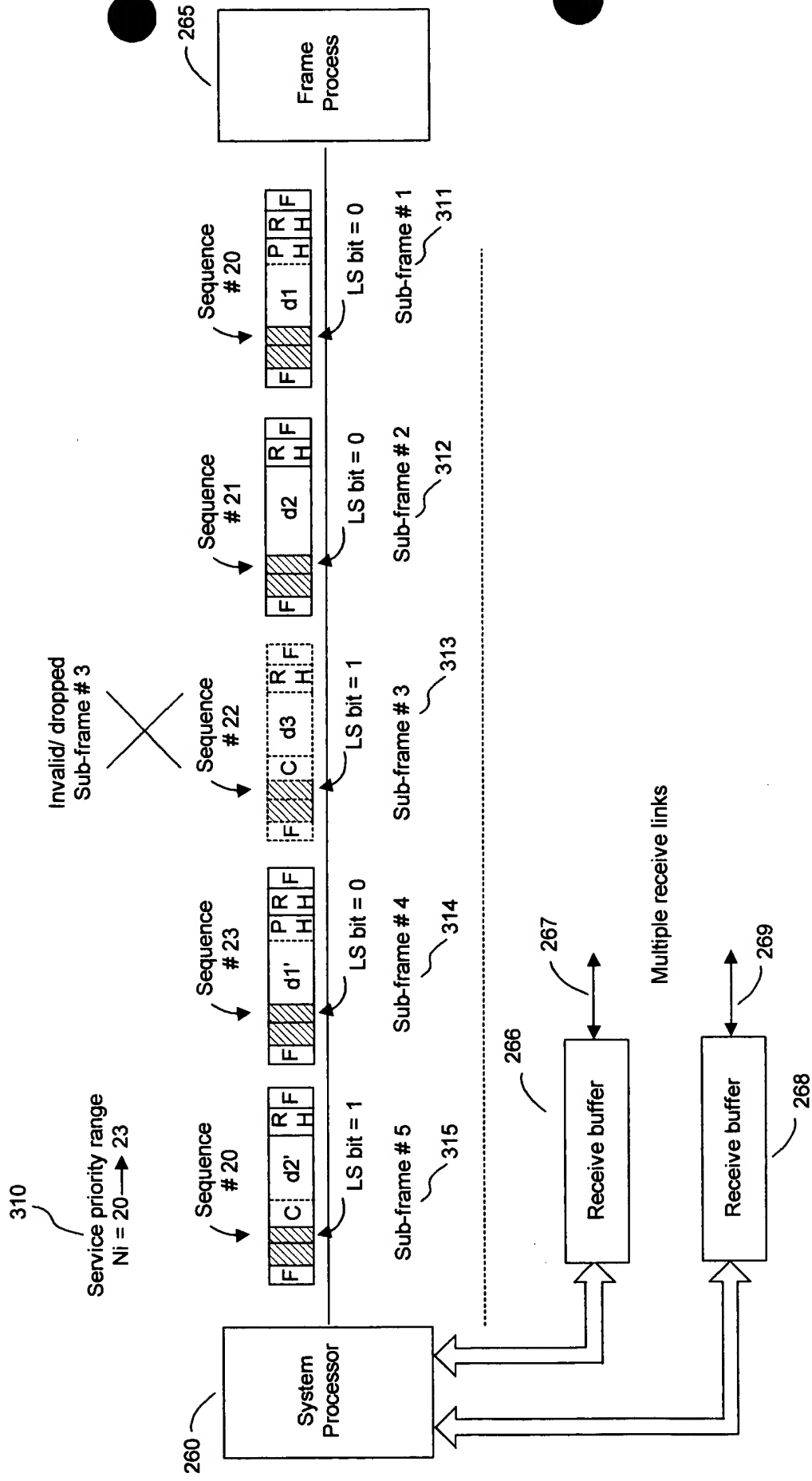


FIG. 19A

# Multi-priority Services over a single link

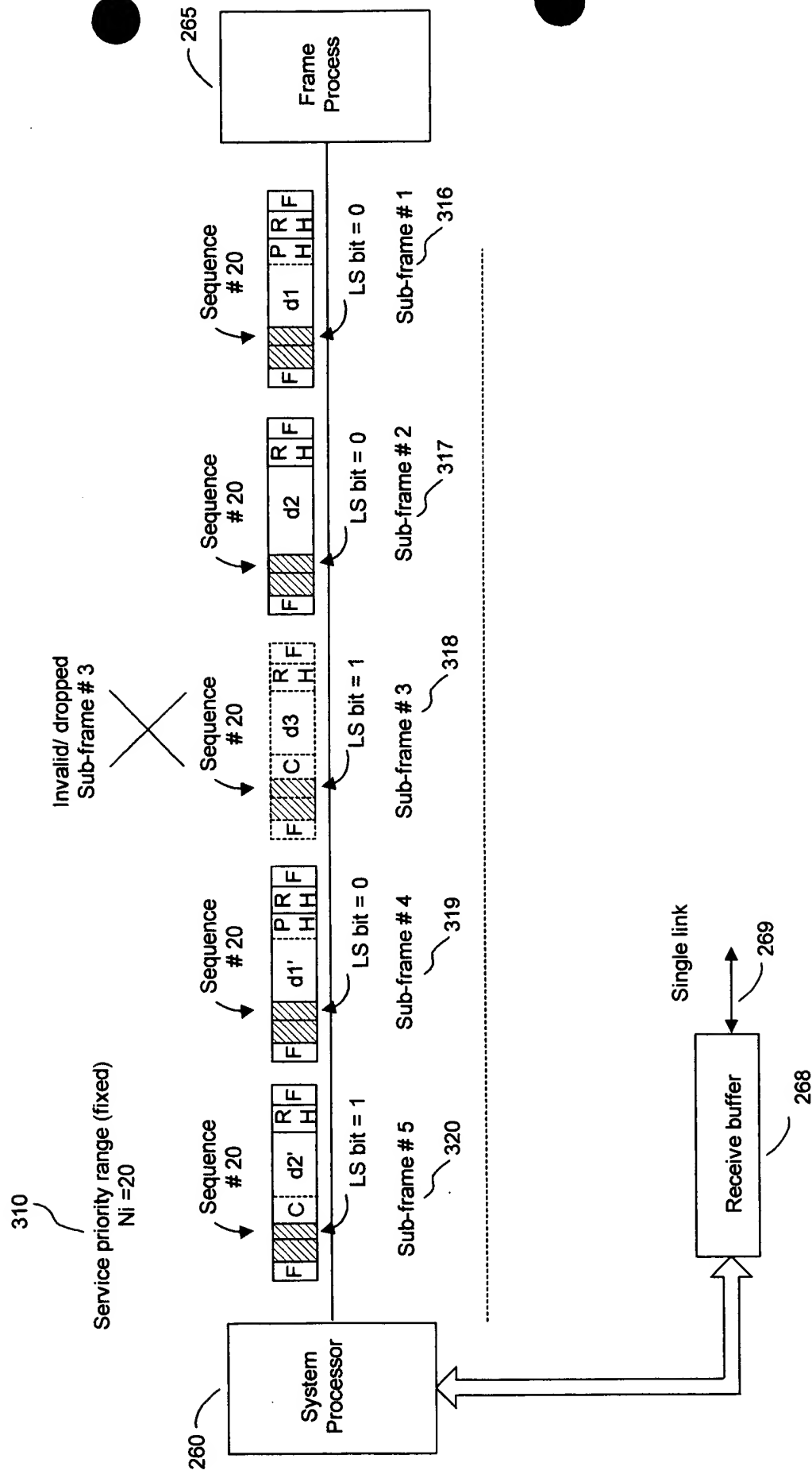


FIG. 19B



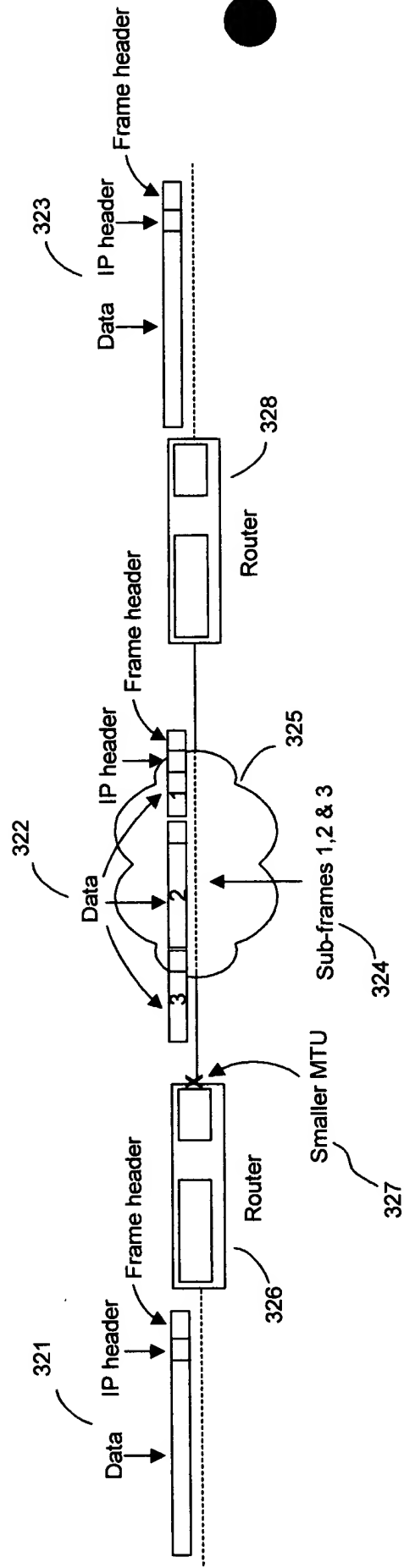


FIG. 20A

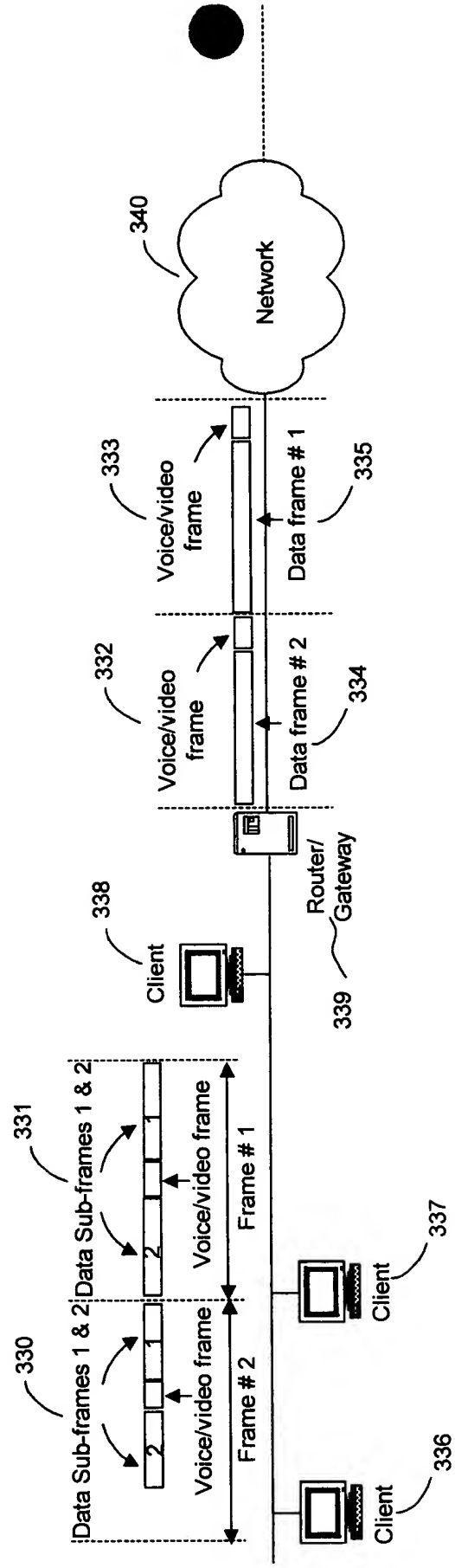


FIG. 20B

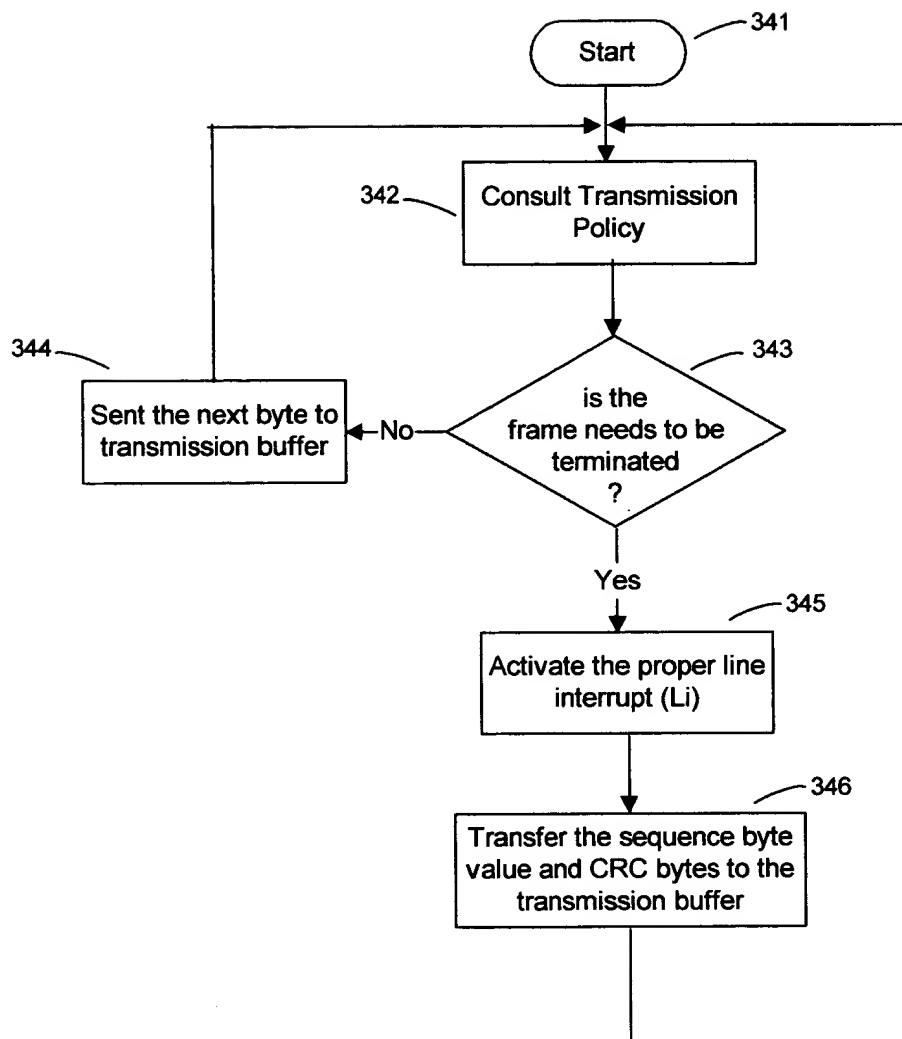


FIG. 21

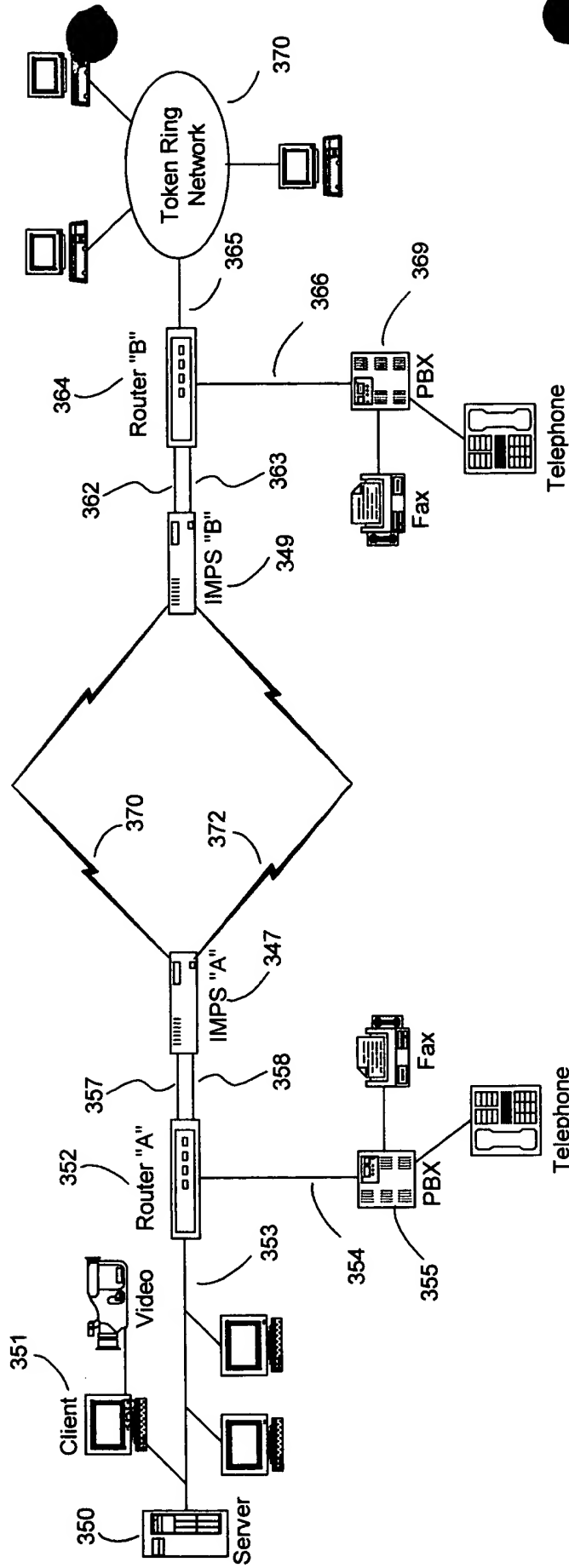
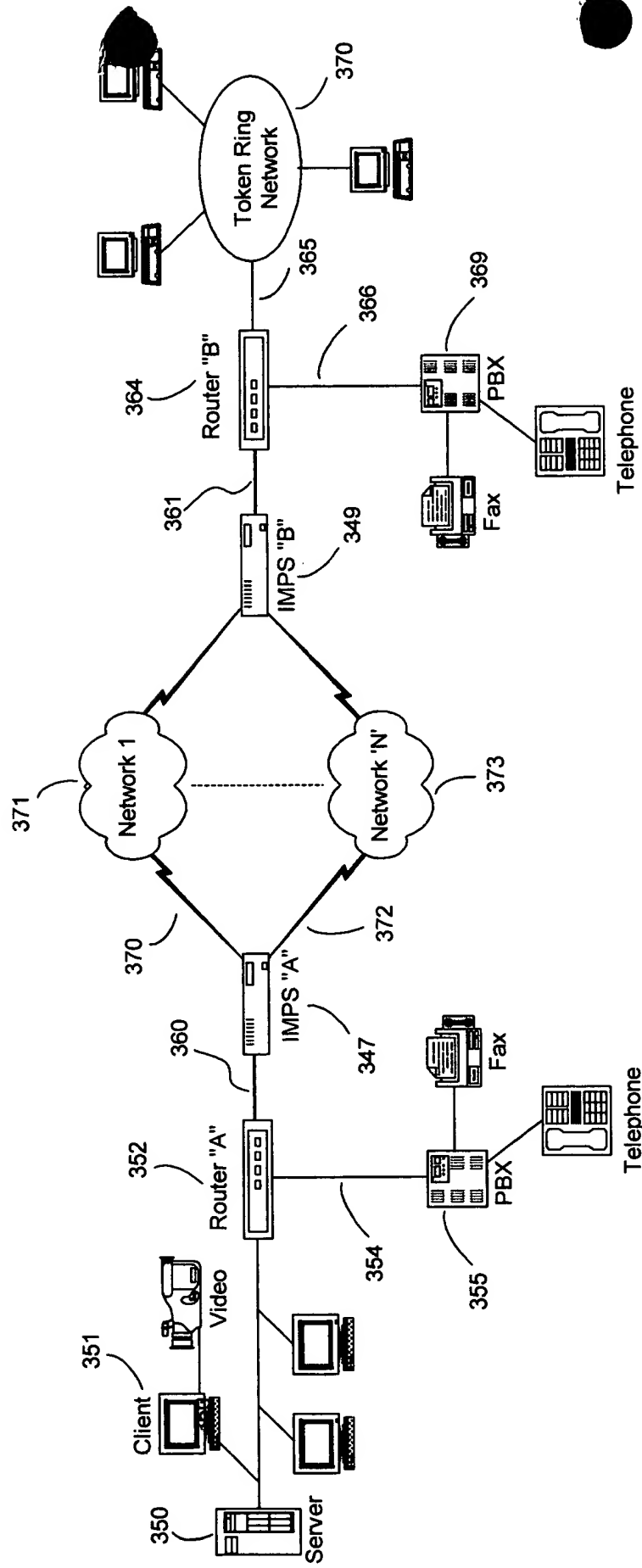


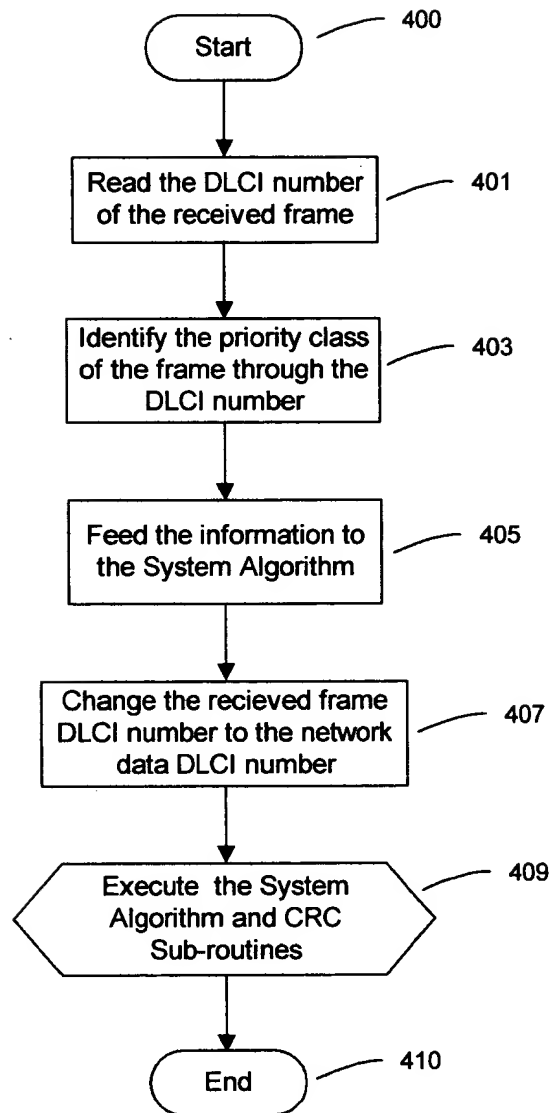
FIG. 22 Network "Y" Network "Z"



Network "Z"

FIG. 23

Network "Y"



**FIG. 24**

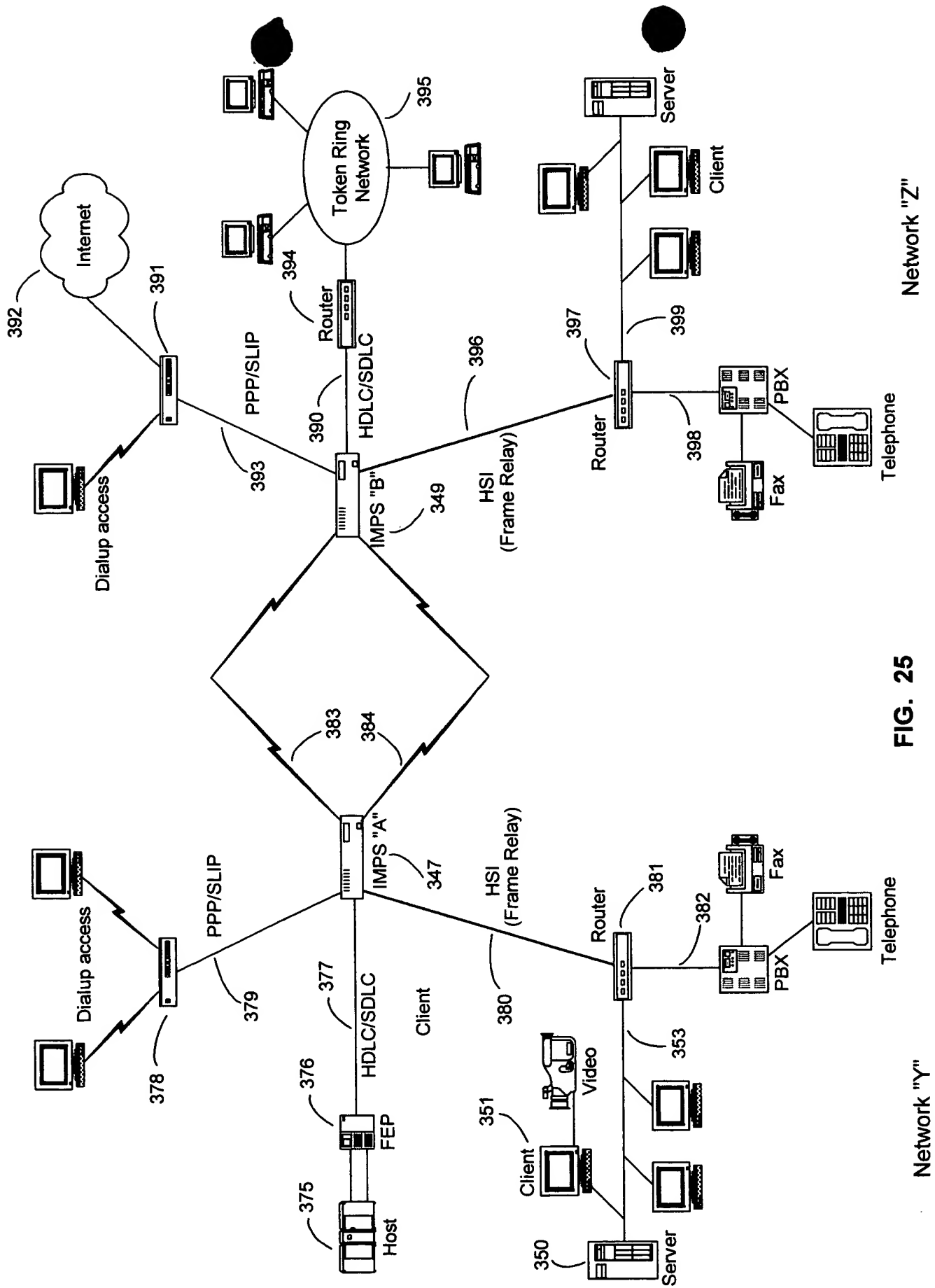
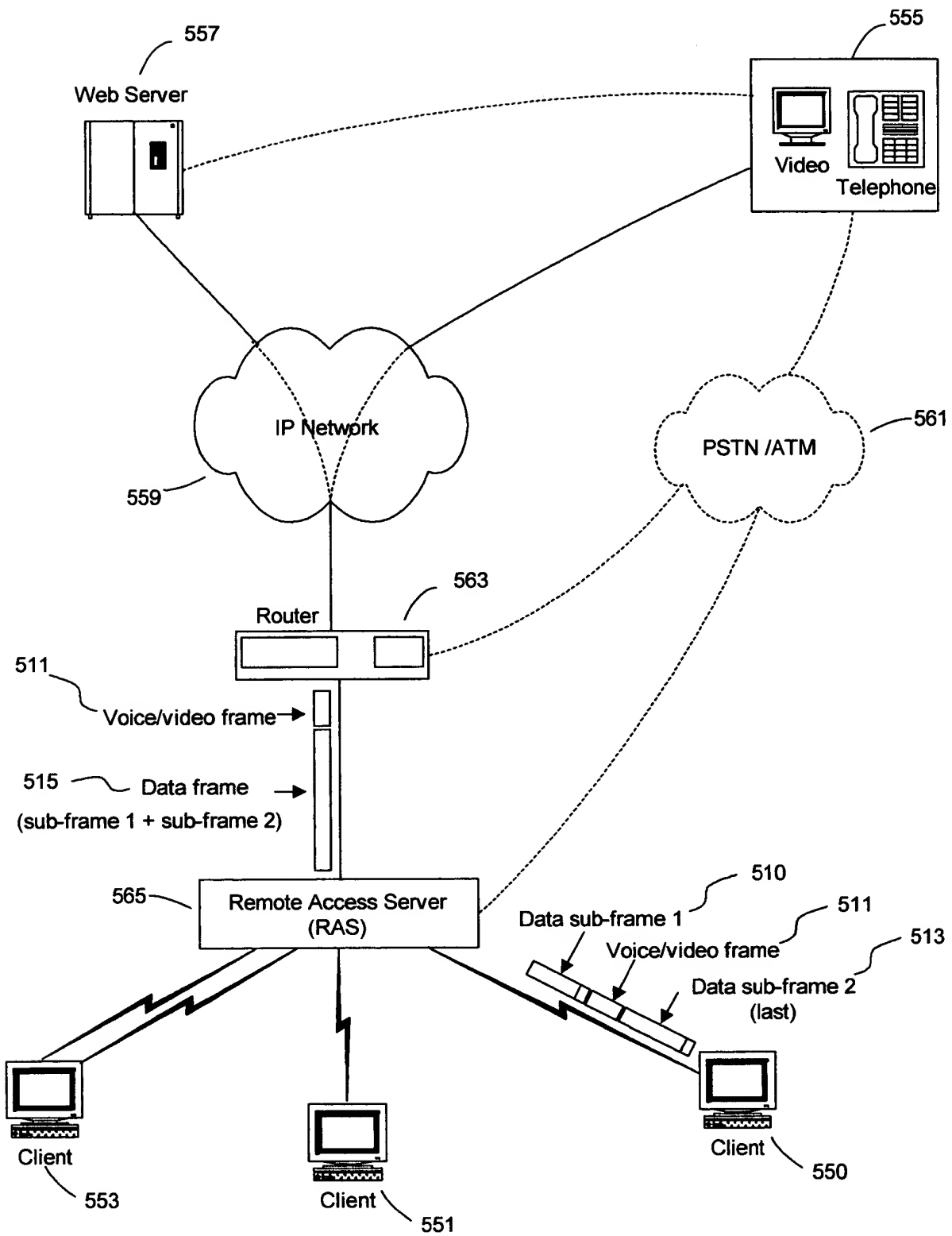


FIG. 25



**FIG. 26**

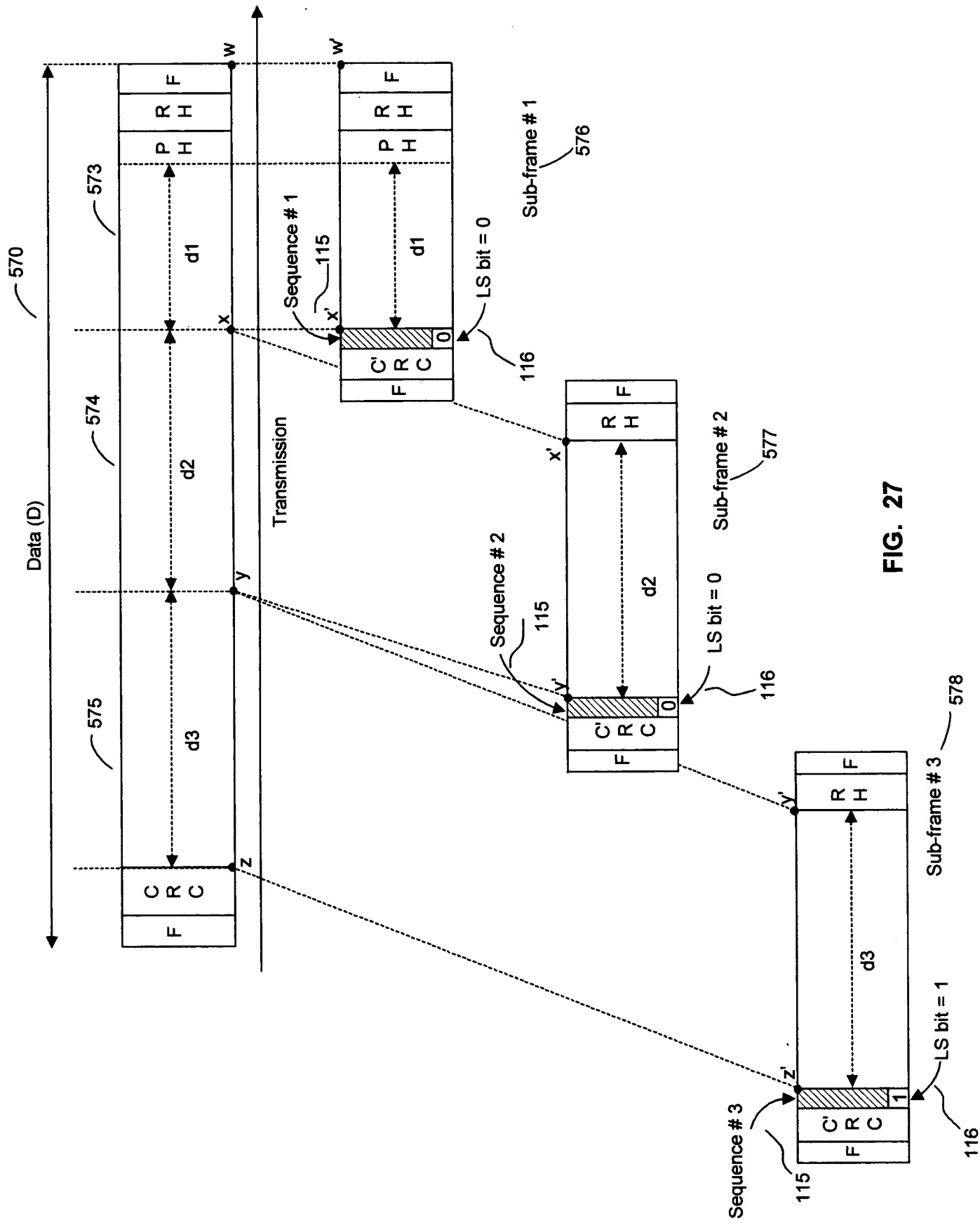


FIG. 27



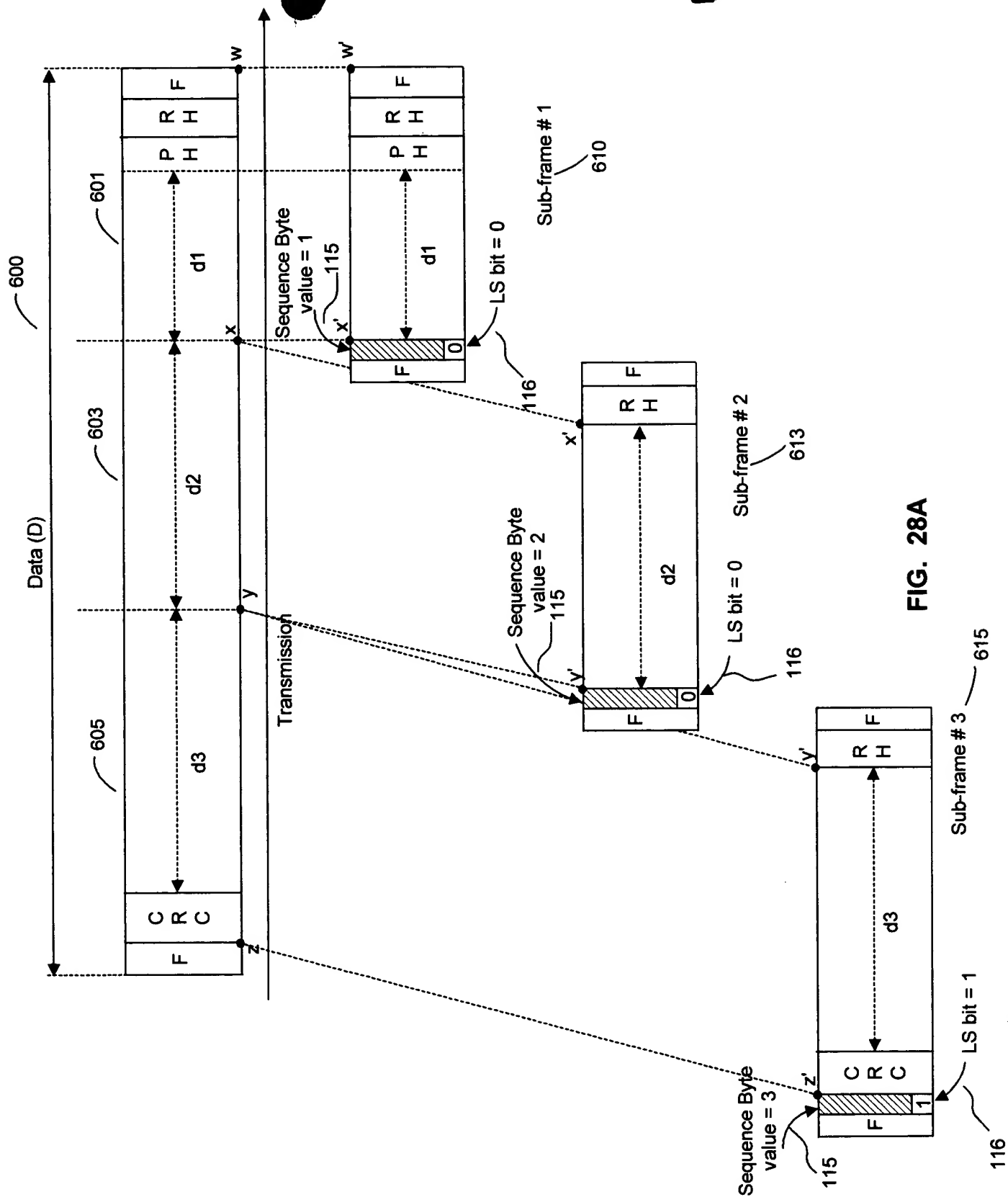


FIG. 28A

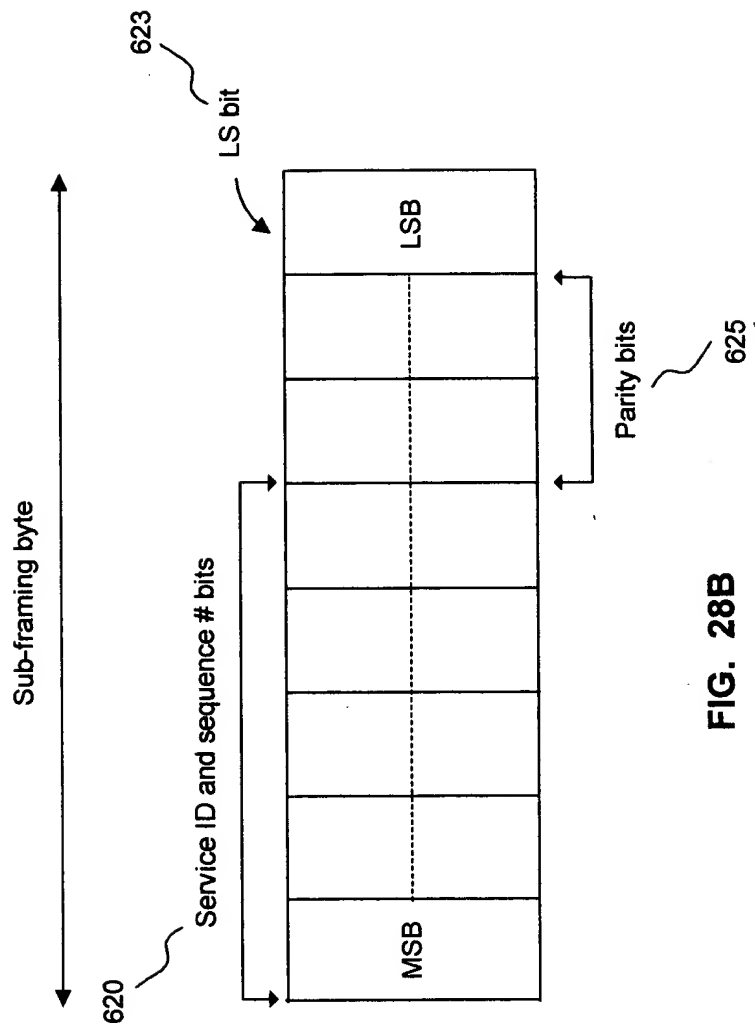


FIG. 28B